BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

FINAL FANTASY®

CRYSTAL CHRONICLES™

ECHOES OF TIME™

COVERS NINTENDO DS™
AND NINTENDO Wii™

BASED ON A GAME RATED BY THE ESRB
EVERYONE 10+
E 10+

SQUARE ENIX®

Written by Jennifer Sims and Greg Sepelak

FINAL FANTASY CRYSTAL CHRONICLES Echoes of Time

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THE WORLD

THE STORY THUS FAR...

Thousands of years ago, crystals were abundant in the world. A brilliant inventor crafted machines that harnessed the power of these crystals, making life easier for everyone. Large, bustling cities were erected, and everyone enjoyed the peace and prosperity made possible by the crystals. And the inventor? He was revered above all others for his part in bringing about this golden age.

The people soon became dependent upon these machines—too dependent. One day, the crystals started disappearing from the world. One by one they vanished, and the wonderful inventions stopped working. Terrible wars were fought over the few remaining crystals. The people even turned on the very inventor they had once praised. The civilization consumed itself in cataclysm and chaos—until one day, there were no crystals left at all.

Growing up in a small isolated village, this ancient history means little to you. Today is your 16th birthday and your coming-of-age ceremony. Your friends, the only family you've ever known, are planning a celebration to mark your passing into adulthood.

Nothing is ever as simple as it seems and now, 2000 years later, the events that seemed like ancient history are once again affecting your world. Though you've only just left your childhood behind, you must play a central role in these events to protect your friends, your family, and the place you call home.

THE PEOPLE IN YOUR WORLD

Though you head out into the world on your own, you are never truly alone. These people each have a role to play in your story.

SHERLOTTA

For as long as you can remember, Sherlotta has always been there for you. Her tough exterior is tempered by her compassion for those around her. No one is more proud to see you become an adult and make your way in the world than this enigmatic woman.

ERYLL

This little girl loves nothing better than to play with her friends in the village. Even when this idyllic existence is threatened, she still has complete faith in you to help her get through it.

LIAN

Lian is Eryll's big brother and is everything a big brother should be. He looks out for Eryll and wants nothing more than for her to be happy and safe. Lian's caring nature even extends to his vegetable garden, where he names each and every plant!

NORSCHTALEN

This young Yuke rarely ventures far from the village since she gets lost in the surrounding forest every time! She studies under Waltrill and dreams of the day when she will be old enough to really learn some magic. Though she is sometimes quick to get excited or upset, she is always eager to do whatever she can to help out her friends.

WALTRILL

Waltrill is a Yuke wise in the ways of magic and is well-respected among the villagers. He oversees Norschtalen's studies and though he is sometimes stern with her, he always has her best interests at heart.

TOUMLI

Though this Lilty now spends her days watching out for her mischievous child, Phelple, she once led an exciting, if mysterious, life outside the village. She is kind to a fault and is embarrassed by Phelple's antics, so much so that she often finds it hard to quit apologizing!

PHELPLE

Phelple is a playful kid, often getting into trouble with his best friend Ullz and causing his mother, Toumli, no end of trouble. However, like the other villagers, he is good at heart and cares for his friends.

ULLZ

Tratt and Bachenn's son, Ullz is Phelple's partner in crime, so to speak. He never worries too much about getting into trouble—as long as he doesn't lose his dessert!

BACHENN

Between helping out with your coming-of-age ceremony and giving Aurdy a hard time, Bachenn needs his rest. You can often catch him catnapping in a shady spot in the village.

ILINA

Ilina is a friendly, thoughtful villager who wears flowers in her hair. She is always there to lend a helping hand to anyone who needs her help. Her thoughtfulness even extends to preparing special treats for your birthday celebration!

AURDY

Aurdy is headman of the village, full of wisdom learned throughout his long life and eager to share that wisdom with you. Though some of the younger villagers don't always like to listen, Aurdy offers some sage advice.

LARKEICUS

This elderly archeologist spends most of his time in the town's library. The townsfolk think well of him and some even wish to study under him. He knows a great deal about ancient history and has an abundant interest in the nearby ancient ruins. Perhaps there is more to this kindly scholar than you can see at first glance?

VERIAULDE

Veriaulde has waited deep inside the ancient ruins for so long that he has lost track of the last time he had visitors. This mild-mannered Yuke is knowledgeable and eager to help. Though he is perfectly pleasant, there must be a reason for his self-imposed exile.

THE TRIBES

There are four tribes that can join your party in the game. Representatives from each of these tribes populate both the village and the town.

CLAVAT

Clavats are a great choice for beginning players. They are easy to control and focus mainly on dealing out physical damage. This tribe specializes in using swords, and their Sword Charge ability yields devastating results. They also have the ability to chain together attacks; up to five attacks at higher levels! Also, Clavats are less likely to get knocked around by enemy attacks. In addition, they have very high ATK and DEF stats, making them the hardiest of the four tribes. When you want to charge into the fray and let loose, this is the tribe to use.

LILTY

A Lilty's playful exterior often hides the heart of a fierce warrior! They are at their best when using hammers or spears. Lilties gain both a Hammer Charge and Spear Charge to use in melee combat. In addition, they can chain up to three hammer or spear attacks in a row. At higher levels, the last hit in one of these chains knocks foes to the ground! This is a huge advantage, as a foe that is flat on its back can't attack or cast any magic against you. Successful chain attacks can keep foes down fairly well.

SELKIE

Selkies specialize in the use of paddles and bows. In addition to their Paddle Charge and Bow Charge attacks, they can also chain up to three paddle attacks together to beat an enemy down! Selkies have a high ATK but a relatively low DEF stat. They can really deal out the pain, but standing toe-to-toe with a foe isn't a smart option. Paddles are good for melee combat, but bows really let the Selkies shine. They can attack from a distance, firing off multiple projectiles in one shot, up to five at higher levels, while staying a relatively safe distance from monsters. Regardless of which weapon you choose, Selkies score more critical hits at higher levels. Selkies also have the double-jump ability. This lets them jump again while in the air to reach ledges easily, pull switches, and really anything else you need to grab up high. It is a valuable skill to have in your party.

YUKE

Yukes are best when using staves and casting magic. They have an extremely high magic attack, eventually being able to stack five magic target rings together, and possess a decent amount of magic defense. At higher levels, they have a significant chance to take reduced damage from magic attacks, but their physical ATK and DEF are low. Use magic whenever feasible to take out foes. Yukes are definitely stronger with magic attacks, but when forced into melee combat, their staff damages foes both with its physical swing and the Magic Bomb projectile that is produced each time they swing. Use the Staff Charge ability to really pack a punch against melee foes.

GAME BASICS

All of the basics are covered here, but this information is meant to accompany the excellent information in the game's instruction booklet. It's assumed you have read the booklet and know how to perform the simple actions like moving, accessing your menus, and attacking. If you don't, take a few minutes and do so now.

HOW TO USE THIS GUIDE

Echoes of Time lets you explore a unique and interesting world, while besting foes and learning to customize and craft equipment along the way. The Part III "Walkthrough" section provides all the information you need to make your way past the challenging environments, while Part IV, the "Quest Shoppe," contains the knowledge needed to play through both the single player and multiplayer quests. The "Data" section in Part V lists all the details about the various foes in the game, as well as thorough information on the game's items and equipment.

In this section, you'll learn about combat basics, including using magic. There's even a basic overview of the different monster species included here, so you'll have an idea of what you are up against.

COMBAT BASICS

- **Normal Attack:** This attack is the basic melee attack. To perform it, push the **A** Button on either the Wii or the DS. The exact attack performed depends on the character's tribe and equipped weapon. For example, a Clavat swings her sword while a Yuke attacks with his staff, emitting a Magic Bomb.
- **Jump Attack:** The Jump Attack is basically a Normal Attack, but it is performed while jumping. Jump into the air by pushing the **B** Button on either the DS or Wii and while you are in the air, quickly press the **A** Button.
- **Dive Attack:** This attack can only be performed by characters who have swords or spears equipped. Begin as if you are performing a Jump Attack, but after pressing the **A** Button to attack, hold it down. This delivers a powerful downward thrust, driving your weapon into your foe.
- **Lift Attack:** To Lift smaller enemies (such as Mus) over your head, press the **Z** Button on the Wii or the **Y** Button on the DS. Next, press the **A** Button to attack while holding those buttons.
- **Wall Slam Attack:** The Slam Attack takes the Lift Attack one step further. When the enemy is aloft in your arms, throw it against a large object like a wall or a tree to cause damage. This will occasionally cause the foe to drop items!
- **Stomp Attack:** Jump on top of an enemy and press the **A** Button to stomp on it. This is particularly effective against larger enemies.
- **Hanging Attack:** Flying foes sometimes like to hover just out of reach. Jump up while underneath a flying foe to grab it. While hanging, press the **A** Button to attack from this position.
- **Magic Attack:** To perform a Magic Attack, select the type of magic and press the **C** Button on the Wii or the **X** Button on the DS to make a magic target ring appear at your character's feet. While holding down this button, use the Wii's Control Stick or the DS's +Control Pad to position it. After releasing the button, the magic goes off.

COMBAT TACTICS

Different tribes have unique combat strengths, but the following tactics work well for everyone.

- **Attack Wisely:** Many foes put up a strong fight if you attempt to get in their faces. Instead, attack from the back or side where they can't counterattack as easily.
- **Use Range to Your Advantage:** Many enemies have a fairly short range. Use magic and ranged attacks (like bows) to take advantage of this. Deal out the damage without having to get close enough to take it.
- **Knock Down Your Foes:** Some attacks can knock enemies down, rendering them unable to attack for a moment. This is a huge advantage in battle, as it presents an opportunity to attack and not risk being attacked in return.
- **Avoiding Guard:** Some foes use Guard to block a portion of your attacks. If you see that an enemy has a tendency to Guard, use Charge attacks, magic, stomping, and other special attacks to negate this.
- **Exploit Weaknesses:** Many of your foes are weak against certain elements. Take a look at the Bestiary in Part V: "Data" to learn which elements work best against which foes. Exploiting these weaknesses can turn a difficult battle in your favor.

STACKING MAGIC RINGS

While normal casting goes a long way both offensively and defensively, the really powerful magic comes from combining spells by stacking magic rings. You can stack on your own rings, or work with other party members to create more powerful spells to aid your party and devastate enemies. As your characters gain levels, they learn to stack more target rings. In fact, Yukes can eventually stack up to five!

To stack a magic target ring, begin your spell as usual. Instead of releasing the button to detonate it, press the **A** Button (Wii), or the **L** Button (DS) to hold it in place. Quickly select another spell and stack it on top. All spells have a base effect that increases when you stack magic rings. For example, Fire can become Fira, Firaga, or Firaja, each more damaging than the last. The following charts provide information on base spells and the combinations needed to create really powerful magic spells.

SPELL EFFECTS

SPELL TYPE	EFFECT
Fire	Inflicts Fire damage and causes the Aflame ailment
Blizzard	Inflicts Ice damage and causes the Frozen ailment
Thunder	Inflicts Lightning damage and causes the Paralyzed ailment
Cure	Restores a percentage of HP
Raise	Revives a KO'd ally, restoring a percentage of their HP and MP
Clear	Removes status ailments
Barrier	Increases DEF rating for a short time
Bio	Inflicts Dark damage and causes the Poisoned ailment
Gravity	Inflicts Warp damage and causes the Burdened with Gravity ailment
Haste	Increases movement and attack speed for a short time
Holy	Inflicts Holy damage
Meteor	Inflicts Stun damage
Quake	Inflicts Stun damage
Slow	Slows movement and attack speed for a short time
Ultima	Inflicts Stun damage

STACKING TWO RINGS

	FIRE	BLIZZARD	THUNDER	CURE	RAISE	CLEAR
Fire	Fira	—	—	—	Quake	Barrier
Blizzard	—	Blizzara	—	—	Gravity	Slow
Thunder	—	—	Thundara	—	Bio	Haste
Cure	—	—	—	Cura	Holy	—
Raise	Quake	Gravity	Bio	Holy	Arise	—
Clear	Barrier	Slow	Haste	—	—	Clearа

STACKING THREE RINGS

	FIRE	BLIZZARD	THUNDER	CURE	RAISE	CLEAR
Fira	Firaga	—	—	—	—	—
Blizzara	—	Blizzaga	—	—	—	—
Thundara	—	—	Thundaga	—	—	—
Cura	—	—	—	Curaga	—	—
Arise	—	—	—	—	—	—
Clearа	—	—	—	—	—	Clearaga

STACKING FOUR RINGS

	FIRA	BLIZZARA	THUNDARA	CURA	ARISE	CLEARA
Fira	Firaja	—	—	—	Quaga	Barriera
Blizzara	—	Blizzaja	—	—	Graviga	Slowga
Thundara	—	—	Thundaja	—	Bioga	Hastega
Cura	—	—	—	Curaja	Holyga	—
Arise	Quaga	Graviga	Bioga	Holyga	—	—
Clearа	Barriera	Slowga	Hastega	—	—	Clearaja

SPECIAL STACKS

SPELL	MAGIC
Ultima	Fire, Blizzard, Thunder, Cure, Clear
Ultiga*	Fira, Blizzara, Thundara, Cura, Clearа

SPELL	MAGIC
Meteor	Blizzard, Thunder, Clear, Raise
Meteorga*	Blizzara, Thundara, Clearа, Arise

**Rings must be placed exactly on top of each other.*

STEALING MAGIC

It's possible to steal an enemy's magic stack by locking your magic target ring onto it. After stealing it, you control it and can send it back to the enemy, more powerful than before. Your magic ring must combine with the enemy's to make a valid stack. Pay attention to what your foes are casting to make the most of this ability.

ENEMY TYPES

Echoes of Time features 23 distinct species of monster and each species can contain several different types of foe, each possessing its own unique strengths and weaknesses. Even with these differences, there are some similarities that each species shares.

BESTIARY

For more detailed info on your foes, see the Bestiary in Chapter 6.

ADAMANTOISE

Type Adamantoise

These creatures rely on a tough barrier shell to protect them from most harm. While this barrier is active, you can't cause much damage to them. Wait for the barrier to go down, then hit them with everything you've got. These foes can also spit fireballs, so be on the lookout for this ranged attack. Adamantoise also have a powerful spin attack that hits everyone nearby. Wait until you see this go off, then rush in to attack. Use ranged attacks and magic as well to avoid this monster's attacks. These foes move quite slowly, so don't hesitate to back out of the battle and heal up if the need arises. When encountering more than one Adamantoise, approach from the edge of the group and focus on one target at a time. This keeps you from getting caught between the monsters while fighting, thereby avoiding damage from all sides.

AHRIMANS

Type Ahriman, Floating Eye

These flying monsters aren't too dangerous if you fight them one at a time, but they are quite deadly in packs! Use Jump Attacks to reach them in melee range. Hanging Attacks are a bad idea, as Ahrimans have a powerful counterattack that usually knocks you down before you can connect. Floating Eyes are pretty common, but the rarer Ahriman is a much more difficult foe. These creatures shoot out a powerful eye beam that can erode a party member's HP fairly quickly. Keep your characters' health up and focus on one target at a time to avoid taking damage from all sides.

BATS

Type Bat, Dark Bat, Fire Bat

These small flying creatures aren't extremely tough, but they can swoop in quickly to deal damage. They often start the battle just out of range, but eventually come down to fight within melee range. Use Jump Attacks to get in some swipes when they are in the air. You can also use Hanging Attacks, but be wary of their counterattacks. Bats can also cast spells that vary depending on their type, so watch out for their target rings and avoid them whenever possible.

BOMBS

Type Bomb, Ice Bomb, Thunder Bomb

Bombs are single-minded creatures that can only attack from the front. Move around to the side or back whenever possible to unleash some melee hits. Depending on the type, these angry little monsters can also cause damage with magic, so be on the lookout. Once they are low on HP, they begin to pulse, getting ready to explode with a lot of force! Take them down quickly to get the KO before they explode, or move to a safe distance to avoid the hefty damage that will follow.

CHIMERA

Type Chimera

Chimeras are extremely tough monsters that deal a large amount of damage. Watch them closely and move in to make your own attack during the slight pause that follows their attack. Use a Charge Attack to deal some quick damage. Use ranged attacks whenever possible and watch out for their magic attacks. Chimeras are susceptible to Holy magic, so use this to your advantage and hit them with devastating Holy spells to shorten the fight.

CLOUD BEES

Type Cloud Bee

Cloud Bees are troublesome monsters that fly around your party, darting in and out to attack. Their attack inflicts poison, so use ranged attacks and magic to take them out and be ready to use Clear to cure any poison they inflict. While they occasionally appear away from their hive, this is usually not the case. As long as the hive remains, Cloud Bees will keep appearing. Destroy the hive with a few Jump Attacks to stop the swarm.

COCKATRICES

Type Cockatrice, Dark Cockatrice

Cockatrices are quick, tenacious birds that are always looking for a fight. They use melee attacks exclusively, so you can avoid most damage by using ranged attacks and magic to take them out as soon as they appear. They don't have a lot of HP, so a strong party can dispose of them fairly quickly.

DAEDALUSES

Type Daedalus

This mechanical monstrosity can swivel its top to attack in any direction. While another party member has its attention, attack it from the side or back to avoid its counterattack. In addition to its melee attack, the Daedalus launches a group of three small missiles at a target. These missiles follow the intended target, so take evasive action to avoid them until they fall to the ground and detonate. When facing more than one Daedalus, concentrate your attacks on a single target to eliminate the threat as quickly as possible.

ELECTRIC JELLYFISH

Type Amenbo

These small aquatic monsters prefer to spend their time in the water. They are found almost anywhere there is a place for them to swim. They attack with the electrified bobbles on their heads, so watch out! They are fairly weak creatures, so a few good melee attacks should result in a KO, but these foes are quite dangerous in groups.

ELEMENTALS

Type Fire Elemental, Ice Elemental, Thunder Elemental, Dark Elemental

Despite their small size, these monsters are some of the most troublesome in the game. They are almost impervious to physical damage, so take them down with magic instead. They cast devastating spells, so stay out of melee range to create enough room to see their magic target rings. Each Elemental is immune to magic of its own type, so cast any other kind of offensive spell against it. Usually one good spell is enough to KO the critter. Elementals often appear in groups and attack together, so keep a close eye on your party members' HP and be ready to utilize a Cure spell. When Elementals are in a group with other monsters, take out the Elementals first, as they inflict a great deal of damage.

FLANS

Type Fire Flan, Flan, Ice Flan

Flans don't cause a great deal of damage, but they are strong on defense and Guard against a high percentage of your attacks. Use a Stomp Attack to avoid this and make good use of your characters' magic to take them down. The different Flan varieties have different weaknesses. For instance, Fire Flans are weak against Blizzard magic. Use the appropriate magic to get past their defenses and gain a quick KO.

GOBLINS

Type Goblin, Goblin Lord, Hammer Goblin

Goblins pack quite a punch, but their main strength lies in their defense. When threatened, Goblins crouch down into a defensive posture. While defending, they have a high chance to Guard against incoming attacks and are quick to counterattack if approached from the front. Whenever possible, attack from behind to avoid this. Use magic and ranged attacks to inflict damage from afar.

GOLEMS

Type Bolt Golem, Grappler Golem, Magic Golem

These rather disturbing-looking monsters use their long arms to deliver stunning blows and some varieties even have ranged attacks. They have a healthy amount of HP, which means they won't go down easily. Use Charge Attacks and powerful magic to take them out as quickly as possible. The Golem's most dangerous ability by far is its explosion. When it gets low on HP, a Golem begins to pulse, indicating that it is going to explode. Try to KO it before this happens, or at the very least, move out of the range of the impending blast. The Golem's explosion is much greater in both damage and range than that of a Bomb and it can turn the tide of battle in an instant.

LIZARDMEN

Type Lizardman

These vicious reptiles are most dangerous when you attack them straight on, so move to the side or back to avoid their Guard and the follow-up attack. The spikes adorning their heads aren't just for looks—they hurt! Don't use Stomp Attacks on these guys, as you will only cause damage to your characters. Whenever possible, use ranged attacks and make good use of magic to keep your distance. Lizardmen are pretty adept at using their sharp swords, so be prepared to Cure your melee fighter when attacking in close quarters.

MAGIC POT

Type Magic Pot

It's hard to believe something so small and so cute could be so dangerous! Magic Pots deal out a lot of damage using both melee and magic attacks. They can also roll their pots swiftly along the ground, bowling over any party members in their path. If a Magic Pot starts to roll around, quickly get close to them to avoid damage and knock them out. When fighting more than one, focus all of your firepower on one target to take it out of the fight as quickly as possible.

MANDRAKES

Type Walking Plant, Onion Head

In addition to their melee attacks, Mandrakes spit seeds and emit clouds of poisonous pollen at foes. When a Mandrake's head opens into a flower, be ready to Clear the poison that spews forth. When fighting a Mandrake, immediately hit it with melee attacks to cut down these weeds as soon as possible. Use Fire magic to deal additional damage while avoiding their attacks from afar.

MIMIC

Type Mimic

Mimics are quite possibly the sneakiest monsters in the game! In fact, these foes resemble the treasure chests that appear throughout the game. When you approach one, it will morph into a hideous fanged beastie! Mimics attack hard and fast with both melee and magic attacks. Your best bet is to attack from long range whenever possible and hit it with your most devastating magic. Charge Attacks deliver a powerful punch of damage to these foes, too. Any treasure chest you approach could be a Mimic in disguise, so don't get caught unaware. Never open a chest with low HP and make sure your party is otherwise ready for a fight. If your party engages a Mimic unprepared, quickly back far away from it; it will soon revert to camouflage mode.

MINI MOVERS

Type Mini Mover, Mini Bomb, Mini Mine

These colorful monsters are so tiny that you would think they couldn't possibly pose a threat—but you would be wrong. Although they aren't the most dangerous monsters in the game, they tend to travel in packs and they like to hop around, which occasionally makes them difficult to hit with melee swings. They don't deal a lot of damage when fighting one-on-one, but they keep pecking at your party's HP and this cumulative damage can become quite high. Use Blizzard magic to hold them in place, and let them have it with melee damage to clear them out.

MUS

Type Mu, Icarus Mu, Snow Mu, Vulcan Mu

A Mu's large bushy tail isn't just for looks! This foe delivers quick melee attacks at short range and uses its tail for a spinning attack that deals damage in all directions. They aren't great on defense, so hammer them with damage and they will soon fall. Mus are prime candidates for Wall Slam Attacks and you may even receive some extra loot out of it!

SAHAGIN

Type Dark Sahagin, Sahagin

Sahagin prefer to spend their time in the water, although they are eager to come out to attack. While you can certainly dive in and attack them on their own turf, it's best to engage them and let them approach dry land where your party has the advantage. Attack them from behind where you can catch them off-guard and their long arms can't reach anyone. They are susceptible to Fire magic, so use this to your advantage.

SEEDSPITTERS

Type Seedspitter

These nasty plants are rooted in place, but they can turn in any direction and fire their floral projectiles. Be on the lookout for their magic target rings and avoid them at all costs. While the Seedspitter's attention is focused on one party member, come up to it from behind and get in a few good licks before it can turn to attack. Fire magic works well against this foe, too.

SKELETONS

Type Dark Skeleton, Skeleton

These calcified creeps can deal quite a bit of melee damage, so take them out from long range whenever possible. When fighting with them within melee range, watch for their attacks, then quickly move to the side or back and unleash an attack of your own to avoid taking too much damage.

SPIKES

Type Needle Turtle, Prickly Tortoise, Spin Spine

These spiny creatures specialize in frontal melee attacks. They are always focused forward, so they can't see anyone from the sides or back. Use this to your advantage by staging your attacks from those positions. Although you may be tempted to give them a kick, don't use a Stomp Attack against them. Their spikes aren't merely decorative, but rather serve to protect the monster from these types of attacks.

DARK FOES

Some foes have Dark versions that hide in shadows and only take half damage when in this form. Use any type of Recovery magic (Cure, Raise, or Clear) on them to force them out of the dark, where they once again act like their normal counterparts.

COMING OF AGE

Your story begins in the small friendly village you have known your whole life. Today is a special day! It is your sixteenth birthday and the start of your life as an adult. To mark the occasion, the other villagers have prepared a challenging surprise. Take a few minutes and speak to everyone to learn more about the traditional coming-of-age ceremony. You are ready to face this challenge once you've finished exploring the village. Use the Save Stone near the entrance before entering the forest. [1]

BAT

STAT	N	H	V
HP	55	1160	2260
EXP	4	1599	1599

GOBLIN

STAT	N	H	V
HP	78	1401	2701
EXP	6	1630	1630

MINI MOVER

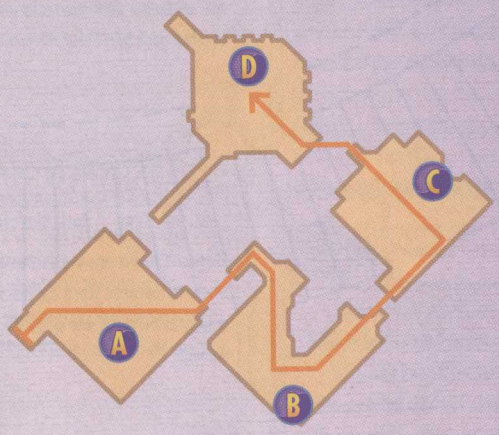
STAT	N	H	V
HP	39	831	1631
EXP	2	1267	1267

MU

STAT	N	H	V
HP	55	1055	2055
EXP	3	1483	1483

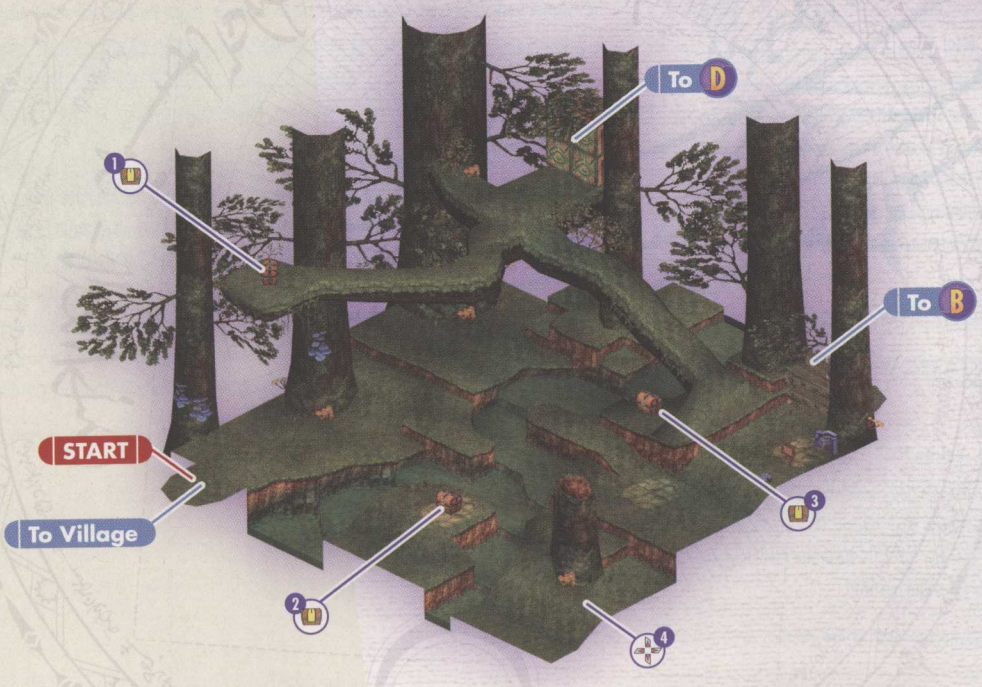
GUARDIAN BOSS

STAT	N	H	V
HP	780	2670	4170
EXP	0	0	0



THE FOREST

AREA A



As soon as you enter the forest, there is a helpful moogle that is happy to teach you the Basics of Battle and even provides a Mu and a Bat to practice on! [2] Pay close attention to his lessons, as they all come in handy later on. [3]

Once you've handled your first two foes, head up to clear out some more of the forest's creatures. Be careful, because some monsters can hide until you get close to them. For example, Mus can pop out of the ground when you approach. [4]

Body Slam!

You can often get small creatures to drop extra goodies by picking them up and tossing them into a nearby wall, tree, or other solid object. This is a good way to do some damage and possibly get extra items in the process. Be careful that you don't carry them around too long, though. It doesn't take long for a creature to wiggle out of your arms and attack you, so you have to be quick!

Head back down the ramp and to the right once you've collected your treasure. There is a wooden gate barring your way, but luckily there is a **Keystone Pedestal** and a **Keystone** lying conveniently nearby. [9] Pick up the Keystone, just as you have been picking up the items dropped by defeated foes, and carry it over to the Keystone Pedestal. Once you are near, use the same button you used to pick the Keystone up to throw it. If you are close enough, the Keystone fits into the top of the Keystone Pedestal, lifting the gate! You can now proceed to the next area.

After defeating the Mu, move to the right and down into the stream to the small raised area containing a **Treasure Chest**. [5] Attack the chest to open it and then pick up the items using either your Z button on the Wii or Y button on the DS.

Continue right across the stream where you find another Mu. These small, furry critters aren't as dangerous as the foes you face later on, and they provide great practice for honing your battle skills. Continue forward, making your way past any opposition until you see a **Treasure Chest** next to a ramp leading up. [6] Loot the chest and follow the ramp to where it branches into three other paths; take the one leading to the left to locate another **Treasure Chest**! [7] & [8].

EAT YOUR FRUITS AND VEGGIES!

Creatures sometimes drop food, like grapes, potatoes, and carrots, which can replenish your HP or MP. Be sure to scoop up any food you see to keep yourself in fighting shape!

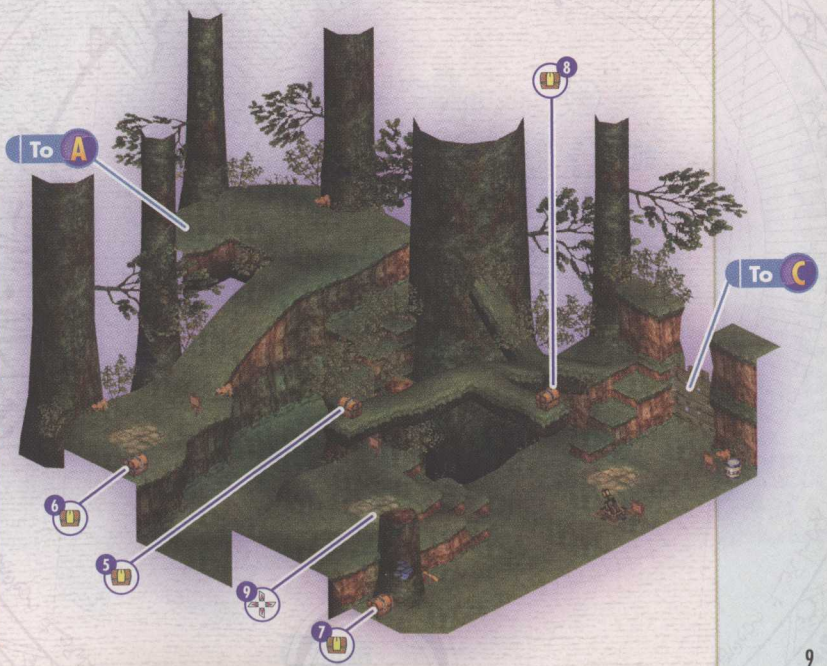
BURIED TREASURE!

Before heading through the gate, be sure to grab the Buried Treasure behind the tree in the lowest corner of the map. To unearth your Scratch Cards just run your magic target ring over the spot indicated on the map until it flashes, revealing a hidden treasure, and then cast a spell on it.

AREA B

As you move into the next section of the forest, head to your right where you come across a new type of creature—a Goblin! [10] These hulking brutes have a bit more fight in them than the Bats and Mus you faced before, but you should be up to the challenge. The single Goblin you encounter near the entrance is quickly vanquished if you keep up a relentless assault.

Follow the ramp down to reach a **Sign** and a **Treasure Chest** guarded by a Mu. [11] Make sure you read all the signs you come across. Reading them gives you useful information and can sometimes even open up quests at the Quest Shoppe. Swim across the water and take on the three small Mini Movers barring your path. [12]



BURIED TREASURE!

Useful items are sometimes hidden right below your feet. To search, use your magic target ring to pass over the ground. It functions like a treasure detector and lights up when there is something buried underneath it. To unearth your find, cast a spell or two on the spot and wait for valuables to pop up out of the ground. You never know what you might find! [13]

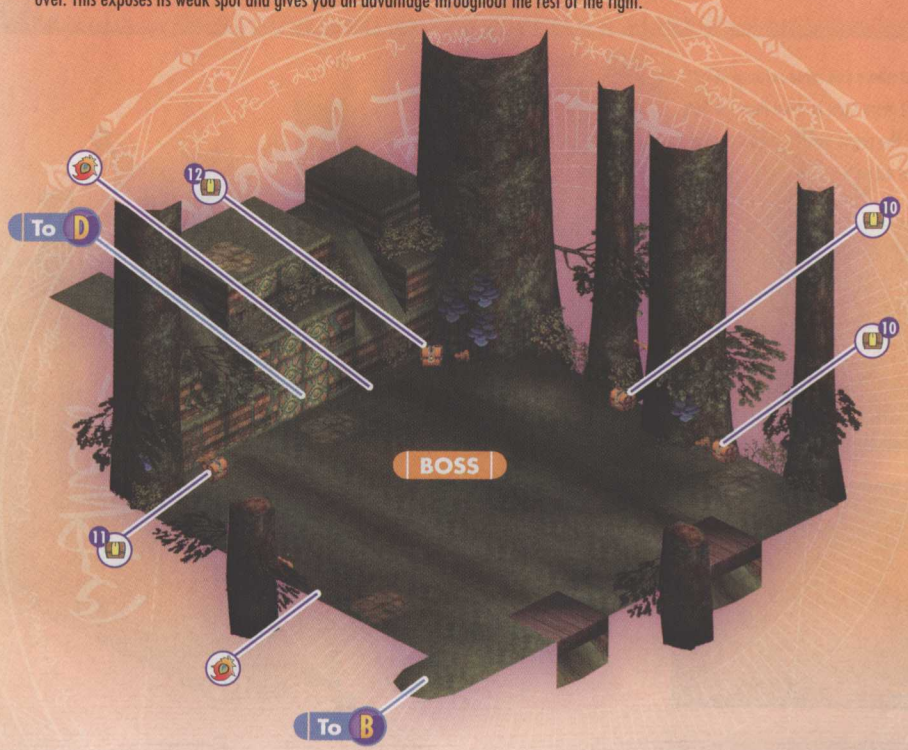
Once you have cleared the path, head down the grassy steps where you find three Goblins! [14] They aren't so dangerous now that you have had some combat experience. Once you've defeated these three, a switch appears. [15] Hit it once to activate it; it lifts the gate, letting you go deeper into the forest. Before heading through, notice the **White Barrel** to the right of the passage. [16] To see what's inside, smash the barrel by attacking it. These helpful barrels contain wonderful items such as Ether (which replenishes Magic Points) and Potions (which replenish your Hit Points). Look for them as you make your way through the world. They are often just what you need to prepare for the next battle. Use this one to replenish your HP and MP so you are ready to face the final task of your ceremony.

AREA C

BOSS ENCOUNTER

The Guardian

Each boss creature you face has a weak spot, usually marked by an unusual design or feature. In the Guardian's case, it is its head. Unfortunately, this weak spot is protected by a helmet. Get rid of the Guardian's helm to expose its head to your strikes. You must attack the helm to remove it. Some damage can be inflicted by jumping and hitting it, but the easiest way to remove the helm is to wait until the Guardian bends over to unleash its beam attack. [17] This does quite a bit of damage if it hits you, so attack from the side and hit its helmet while it is bent over. This exposes its weak spot and gives you an advantage throughout the rest of the fight.



Jump and attack the exposed head to do greater damage than your normal attacks. Look out for the Guardian's whirlwind attack, which damages you and knocks you down, taking you out of the fight for a few seconds. [18] Watch closely, and when you see it start to spin its arms, get away and stay out of its reach until it is finished. The Guardian also has a ground pound attack that can knock you down, causing some serious damage. However, once it punches the ground, it's stuck there for a few seconds. Watch for this and jump up onto the arm that is stuck to the ground. From here, you can deliver devastating attacks to the exposed head without having to jump. [19] Keep an eye out for the Guardian's main attacks and move in to damage it after it completes each one, quickly backing out before the next attack. This way, you can deal maximum damage with minimal risk to yourself.

If you decide to stand on its head and stomp on it, be careful of the Guardian's most devastating attack! It conjures an explosion that inflicts heavy damage and knocks you back quite a distance. It's true that the weak point is on top of the Guardian's head, but don't get too hasty with your exploitation of this vulnerability, or you may wind up burnt to a crisp.

Treasure Chests line the edges of the battlefield. These contain items to replenish your HP and MP, so if you find yourself in trouble, retreat from your foe and refuel. Keep damaging and retreating until you have reduced it to scrap.

Once you have defeated the Guardian, be sure to collect your spoils before entering the doorway leading to the next area.

AREA D

Once you are done speaking to Sherlotta, [20] take the shortcut leading to the left and up to reach the first part of the forest you explored. [21] Continue to the left until you reach the **Treasure Chest** that you opened on your way through. [22] Jump off the path and head to the left to arrive safely back at the village. You have passed your coming-of-age ceremony and are now a full-fledged adult!

You return to the village victorious, but all is not well. Eryll has fallen ill, and you must procure medicine for her from outside the forest. Be sure to speak with all of the villagers before following the road down past Lian's garden and venturing out into the wide world.

MONSTER DROP TABLES

BAT

Common Materials Odd Angled Eye, Blue Stone, Red Stone

DIFFICULTY	AREA	Item 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A	Tree Branch	30%	Blue Stone	30%	Red Stone	30%	20 Gil	75%
H V	A	Yellow Stone	25%	Blue Stone	20%	Red Stone	20%	180(360) Gil	20%

GOBLIN

Common Materials Dark Dust, Copper, Copper Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B	Star Carrot	34%	Gourd Potato	33%	Round Corn	33%	—	—
	B C	Copper Shard	50%	Blue Stone	30%	Red Stone	30%	20 Gil	25%
H V	B C	Copper Shard	20%	Red Stone	20%	Stun Orb	25%	180(360) Gil	20%

MINI MOVER

Common Materials Grain of Light, Little Thorn, Blue Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B	20 Gil	100%	Round Corn	37%	Gourd Potato	33%	Star Carrot	33%
	B	Blue Fay Dust	75%	Red Fay Dust	25%	Yellow Fay Dust	25%	Green Fay Dust	25%
H V	B	Blue Fay Dust	20%	Red Fay Dust	20%	Yellow Fay Dust	20%	Green Fay Dust	20%

MU

Common Materials Tree Branch, Mu Fur, Mu Nose

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A	20 Gil	100%	Round Corn	37%	Gourd Potato	33%	Star Carrot	33%
	A B	Mu Fur	50%	Tree Branch	30%	Blue Fay Dust	30%	Gourd Potato	30%
H V	A B	Oak Branch	20%	Tree Branch	20%	Mu Fur	20%	Stun Orb	50%
N H V	B	Scratch Cards 10-13	50%	Tree Branch	10%	Mu Fur	10%	Blue Fay Dust	10%

GUARDIAN

Common Materials Protective Shell, Defense Propeller

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Guardian Bangle	5%	Protective Shell	25%	Defense Propeller	25%	30 Gil	100%
	2	Copper	100%	Copper Shard	100%	Copper	50%	Copper Shard	50%
	3	Tree Branch	100%	Blue Fay Dust	100%	Tree Branch	50%	Blue Fay Dust	50%
	4	Blue Stone	100%	Red Stone	100%	Blue Stone	50%	Red Stone	50%
	5	30 Gil	100%	30 Gil	100%	30 Gil	100%	30 Gil	100%
H V	1	Guardian Bangle	10%	Protective Shell	25%	Defense Propeller	25%	—	—
	2	Copper	100%	Copper Shard	100%	Copper	50%	Copper Shard	50%
	3	Yellow Stone	100%	Oak Branch	100%	Tree Branch	50%	Green Fay Dust	50%
	4	Yellow Stone	100%	Red Stone	100%	Yellow Stone	50%	Red Stone	50%
	5	Sei Gem	30%	Ki Gem	27%	Sui Gem	23%	Ko Gem	20%
	6	230(460)Gil	100%	230(460) Gil	100%	230(460)Gil	100%	230(460)Gil	100%

CHEST DROP TABLE

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	Copper	100%	Copper	50%	Copper Shard	50%	Copper Shard	50%
		N H V	180[360] Gil	100%	Copper Shard	40%	Copper	40%	—	—
	2	N H V	20 Gil	100%	Gourd Potato	33%	Star Carrot	33%	Round Corn	33%
		N H V	180(360) Gil	100%	Gourd Potato	33%	Star Carrot	33%	Round Corn	33%
	3	N H V	20 Gil	100%	Cherry Cluster	33%	Striped Apple	33%	Rainbow Grape	33%
		N H V	180(360) Gil	100%	Striped Apple	33%	Cherry Cluster	33%	Rainbow Grape	33%
	4	N H V	Scratch Cards 04-06	100%	Scratch Cards 07-01	100%	—	—	—	—
		N H V	Scratch Cards 04-06	100%	Scratch Cards 05-07	100%	Scratch Cards 13-18	50%	Scratch Cards 07-01	50%
B	5	N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	30 Gil	100%
		N H V	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
	6	N H V	30 Gil	100%	Copper Shard	60%	Copper	40%	—	—
		N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	1%	—	—
	7	N H V	30 Gil	100%	30 Gil	100%	30 Gil	75%	30 Gil	50%
		N H V	230(460) Gil	100%	230(460) Gil	100%	230(460) Gil	50%	230(460) Gil	25%
	8	N H V	10 Gil	100%	10 Gil	100%	10 Gil	75%	10 Gil	50%
		N H V	180(360) Gil	100%	180(360) Gil	100%	180(360) Gil	50%	180(360) Gil	25%
	9	N H V	Scratch Cards 05-03	100%	Scratch Cards 12-09	100%	—	—	—	—
C	10	N H V	Star Carrot	34%	Gourd Potato	33%	Round Corn	33%	—	—
	11	N H V	20 Gil	100%	Gourd Potato	34%	Star Carrot	33%	Round Corn	33%
		N H V	20(400) Gil	100%	Gourd Potato	34%	Star Carrot	33%	Round Corn	33%
	12	N H V	Potion	100%	—	—	—	—	—	—

FINDING A CURE

With the other villagers unable to help, it's up to you to venture outside of the forest to find the medicine Eryll needs. Once you leave the village, you find yourself on the World Map. Here, you can see all the destinations currently available for you to visit. Head towards town to see if you can find a cure for Eryll's crystal sickness.

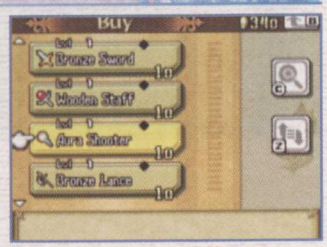
THE TOWN

ICON	DESCRIPTION
1	Ye Compleat Adventurer
2	Custom Fabrications
3	Ye Olde Storage Shoppe
4	The Adventurers' Guild
5	Scratch Card Stall
6	Quest Shoppe
7	Library

Though the village may always be home, the town is the only place to go to take care of the many things an adventurer needs. The portion of town near the entrance to Area A contains a useful **Save Stone**, as well as two shops.

Ye Compleat Adventurer

The shop to the left as you enter the town is Ye Compleat Adventurer, your basic weapon and armor shop. Successful adventuring requires good equipment, and this shop carries all the basics. On your first visit to town, their inventory is similar to what you are already wearing, but check back often as their stock is always growing. For a complete list of available equipment for sale, please see the "Data" section of this guide.



AMENBO

STAT	N	H	V
HP	118	1118	2118
EXP	10	1520	1520

FIRE ELEMENTAL

STAT	N	H	V
HP	25	307	607
EXP	13	1588	1588

ICE ELEMENTAL

STAT	N	H	V
HP	25	307	607
EXP	13	1588	1588

LIZARDMAN

STAT	N	H	V
HP	202	1682	3082
EXP	15	1629	1629

MU

STAT	N	H	V
HP	118	1118	2118
EXP	9	1506	1506

MINI MOVER

STAT	N	H	V
HP	84	867	1667
EXP	6	1466	1466

SKELETON

STAT	N	H	V
HP	185	1528	2818
EXP	12	1574	1574

THUNDER ELEMENTAL

STAT	N	H	V
HP	25	307	607
EXP	13	1588	1588

BUFFASAUR BOSS

STAT	N	H	V
HP	1380	3570	5070
EXP	0	0	0

Custom Fabrications

This shop, found to the right as you enter the town, caters to the more discerning adventurer. Here, you can custom order equipment, customize your existing equipment, generate Jewels, and purchase and sell materials.

To **Custom Order** a piece of equipment, you must have a **Scroll**. Scrolls can be found during your adventures, received as a reward for completing a quest, or purchased at this shop. Each piece of equipment requires the appropriate Scroll, as well as other materials to fill the custom order. **Materials** are dropped from monsters, found in chests, won from completing quests, or purchased at this shop. While you can sell materials for extra gil, it is a good idea to keep a supply of each of the materials you pick up, especially those that are rare, so that you have what you need to custom order equipment.

At Custom Fabrications, you can also **Customize** your existing equipment. To do this all you need is a **Jewel**, which can be obtained from certain creatures or generated by destroying unneeded equipment. The equipment must be at least level three, and you must unequip it first. Generating Jewels is a great use for your old equipment. Each type of Jewel adds a unique effect, though all are beneficial in some way. For a complete list of Jewels, Scrolls, and materials, please see the "Data" section of this guide.

Head right, past the **Save Stone**, to reach the docks, where you can find the town's other useful services.

Ye Olde Storage Shoppe

As you enter this section of the town, you see Ye Olde Storage Shoppe on your left. Adventuring often leads to accumulating lots of stuff, and extra storage is a big help. You can carry up to 50 of each type of equipment: weapon, head armor, body armor, and accessories. However, if you want to keep even more items, you can make use of Ye Olde Storage Shoppe. Here, you can store up to 300 weapons and 150 each of head armor, body armor, and accessories. There is no fee for using the Storage Shoppe, so feel free to make good use of the extra storage space.

The Adventurers' Guild

Continue along the walkway to reach one of the most important locations in the town: the Adventurers' Guild. Here, you can recruit other adventurers to your party. Before you can recruit others, you must create them. To do this, speak to the guild representative and select an empty spot in your party. Then choose Register. From here, you can create a character from one of the four tribes, just as you created your own character. Once the character has been created, he or she is registered with the Guild and you can select them for your party. While you can create many Guild members, you can only have a party of four at once, so choose wisely.

Any time you visit the Adventurers' Guild, you can switch out party members. Keep in mind though that newly registered members start at level 1 and take a while to catch up to you in levels. They are more likely to get hurt and deal less damage at first, but leveling up allies can be well worth the time and trouble.

There are also mercenaries for hire around the world, but they each have their own requirements to be met before they will work for you, and none of them offer to join your party until you have spent a great deal of time adventuring on your own.

Scratch Card Stall

Make your way down the stairs to the right of the Adventurers' Guild to reach the Scratch Card Stall. Scratch Cards are found throughout the world and may be dropped by monsters, found hidden underground, or even located in a Treasure Chest. When you take them to the Scratch Card Stall, you can play the game on each one for a chance to win the temporary ability listed on the flip side. Each card series has its own set of rules, but in each case you use your Wii pointer or your DS stylus to scratch off the appropriate spaces on the card to win the prize!

Though the effects are temporary, you can carry a winning card around with you until you are ready to use the ability. When you are ready, just go to your menu and select Scratch Cards. From there, you can select from among your winning cards to use the ability you have won. To see a list of all the Scratch Cards with their prizes, check out the "Data" section of this guide.

Quest Shoppe

A moogle is standing across from the base of the stairs, near the water; he's in charge of quests. Speak to him to see what is currently available. To perform a quest, you must pay the quest fee. Each quest on the list shows you the fee, the number of players required to participate, and your reward.

More quests become available as you progress through the story. Make sure you read every sign and speak to every person you come across, as this can often open up new quests. While you do have to pay a (usually) small amount of gil to participate, quests are a great way to earn experience and materials for ordering custom equipment. Most quests can be done during solo play, but some require you to be in multiplayer mode. Join with a friend to work together for a common goal during Co-Op quests, or go head-to-head during the VS quests.

Once inside the town, notice the **Save Stone** to your right. This is always here so you can conveniently save your game or switch to multiplayer mode at any time. By talking to the townsfolk, you learn that the library is your best chance of finding medicine for Eryll.

It Never Hurts to Be Friendly...

Get in the habit of talking to the townsfolk each time you visit the town. They often have new information that can help you learn where to go next or just give you some interesting background on the world, and some of them even activate quests.

Walk straight ahead from the town entrance to reach the part of the town containing the library. Once there, head up the steps on either side of the fountain to reach the library entrance. [1]

CULINARY CAPERS!

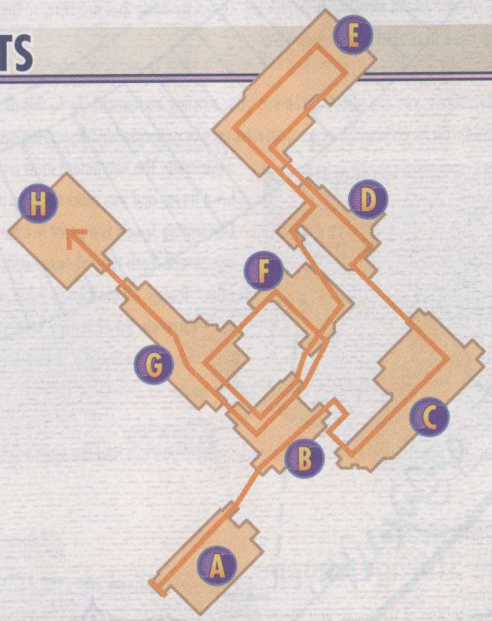
Be sure to speak to the man on the left-hand set of stairs on your way to the library. [2] *He is a chef on an unusual mission to make monstrously good treats! Speaking with him opens up a new quest, "Culinary Capers," at the Quest Shoppe.*

Upon entering the library, you meet Larkeicus, an old scholar. The townspeople were right, and he can make the medicine you need to cure Eryll of the crystal sickness. For a promise from you to help him with his research later, he agrees to help you. To make the cure, he needs a rare ingredient—Buffasaur Horn! Unfortunately, Buffasaurs are ill-tempered and greatly attached to their horns. To help you out, Larkeicus offers to teach you how to use magic. Even if you are familiar with the basics, it is helpful to listen to his lesson. At the end, he gives you three orbs that are used to raise your magic levels. Be sure to pick them up before leaving the library.

Before you can proceed, you need to know where to find a Buffasaur. The old man told you that they are often found near water. Speak to the two boys near the fountain [3] to learn the location of the aqueducts. Once you know where you are headed, make your way back to the town entrance, remembering to save your progress, and head out onto the World Map. Head southeast of the town to reach the aqueducts.

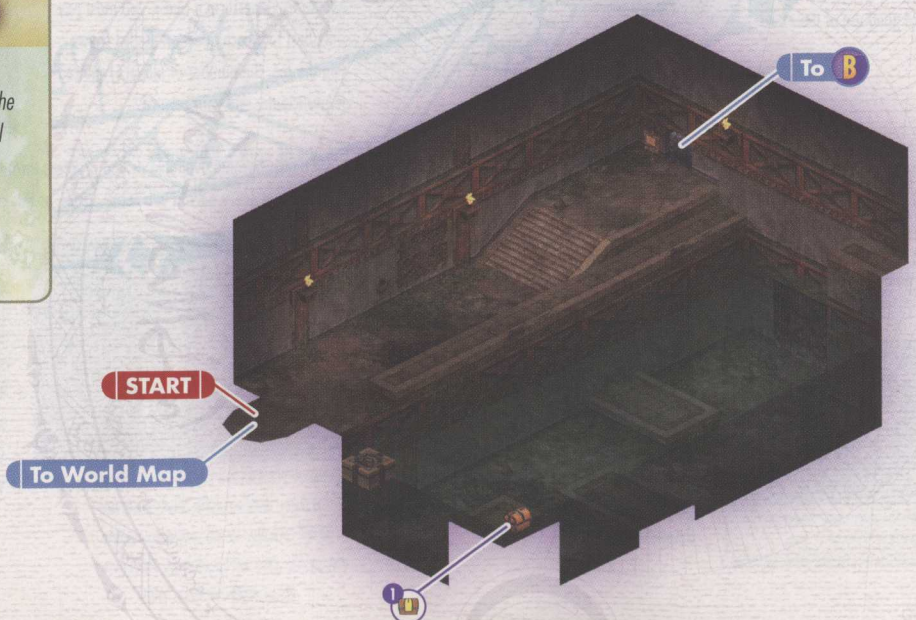
THE AQUEDUCTS

There is certainly enough water here to make the Buffasaur feel right at home! The aqueducts are crawling with other monsters as well, so keep a sharp eye out for trouble. It's a good idea to bring at least one other party member along for extra firepower.



AREA A

When you first enter, jump down into the water to the right. Defeat the Amenbo and continue right to reach a **Treasure Chest.** [4] Once you have collected your loot, head back to dry ground and make your way up the steps. Although it looks like the way is clear, two Mus pop up out of the ground when you get near. If you back up as soon as they appear, you can usually face only one at a time, which is easier than taking on the pair at once. [5]



After you have defeated them, approach the moveable **Block**. You automatically grab it once you're within range and you can now walk backwards, dragging it with you. Press your attack button to release the block. With the block out of the way, you are able to reach the next area. [6]

Taking a Swim

You can't use your magic while swimming, but you can use that same button to swim downwards. This is useful when treasure falls into the water.

AREA B

When you enter the area, a Skeleton comes down to meet you. [7] Skeletons deal out decent damage, so stay slightly out of its range until it moves to attack, then quickly move to its side or back to attack it. Once it's down, head up the steps to the left and take out the Skeleton blocking your way. Grab the contents of the **Treasure Chest** on the ledge to your right and continue to the top of the steps near the closed grate. [8] Remember, if any of the loot falls into the water, you can dive down and grab it.

Make your way back down to where you first entered the room. There is a **White Barrel** in the right-hand corner. Break it open to replenish your MP, and make sure you use your Recovery spell to fill up your HP. Head towards the other **White Barrel** in the opposite corner. As you approach, three small Mini Movers appear! [9] Clear them out and use the **White Barrel** to refill any HP or MP you lost in the battle. Head back over to the post. Swing your weapon at it until it reaches the end of its track and activates. This causes the small block to the left of the doorway to move up, revealing a red floor switch. [10] Quickly walk over to it and step on it to open the door. If you don't get there before the block falls, don't worry; just activate the post and try again.

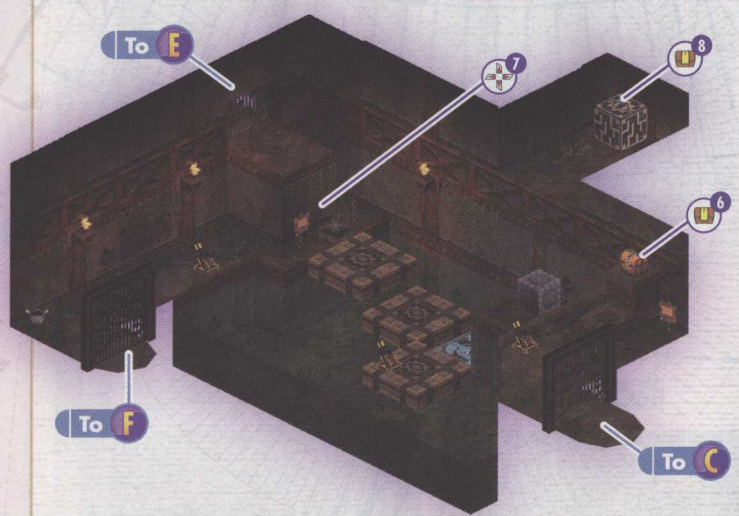
AREA C

Head straight to the right and down into the water. [11] You need to contend with a couple of Amenbo lurking on the surface. Once they are finished, continue across the water to reach a **Treasure Chest** and a **White Barrel**. [12] Once you've collected your loot, jump back down into the water and head to the left to reach another **Treasure Chest**. This one is guarded by an Ice Elemental. [13] This monster is highly resistant to physical damage, but vulnerable to magic. Because it is blue, you can tell that its elemental affinity is ice and Blizzard won't damage it. Hop up onto the platform with it and cast either a Fire or Thunder spell on it. Either one should finish it off quickly. Loot your treasure and head down into the water to the right until you see the steps that lead up and out of the water. [14]

A Thunder Elemental awaits you. This one is yellow, indicating that it is resistant to Thunder magic. Use Fire or Blizzard to take it out. The orb you see can be activated by using the appropriate type of magic on it. Since this is a yellow orb, use Thunder magic to break it. [15] Once you do, it rises up, revealing a red floor switch. Step on this to open the gate ahead.

AREA D

Once inside the next room, head directly to your right to find a **Treasure Chest**. Once you've emptied it out, hit the switch near the door to move the nearest floating tile towards you. A Fire Elemental appears and attacks! Remember that these creatures are highly resistant to physical attacks. Use either Blizzard or Thunder magic to eliminate the threat since Fire magic won't help at all.



Grab the moveable block and slide it onto the adjacent floating tile. [17] Once it is in place, hit the switch on this tile to cause it to float over into the middle of the water. [18] Swim across to the far side and watch out for the Skeleton that appears near the switch as you approach. [19] Activate the switch; this causes the nearest floating tile to move over to the tile in the center of the water where the box should be. Drag the box onto the new tile. [20] Return to the switch near where you vanquished the Skeleton and hit it to deactivate it. This brings the tile with the box back over near the rusted floor switch. Grab the box and drag it onto the switch to open the gate leading to Area E. [21] Any time you see a rusted switch like this one, you can't open it merely by stepping on it, but must use a heavy object, like this box, to activate it.

MONSTER MASH

The Keep Our Water Clean Committee is looking for adventurers to help keep the aqueducts monster-free. Read the sign directly to the right of the doorway you used to enter this area to unlock this quest at the Quest Shoppe. [16]

BURIED TREASURE!

Before jumping up on the moveable block to reach the room's exit, run your magic target over the area directly to the right of it to find a buried treasure! [22]

AREA E

As soon as you enter the room, the gate locks behind you and you're trapped! You are going to have to find a way to reopen that door. Use your Thunder magic to take out the yellow orb to the right. [23] Next, head to the left of the door to grab the **Treasure Chest**. Follow the ledge around to face the Ice Elemental. Remember, since it has a resistance to Blizzard, you need to use either Fire or Thunder magic to take it out. Once it's clear, use Blizzard to break the orb. [24] Use the ledges on the far wall to reach the red orb on the highest ledge. Your Fire magic activates it. [25] There is a **White Barrel** underneath this ledge if you need to replenish your MP or HP. Beware the Elements that keep popping up until all the orbs have been destroyed.

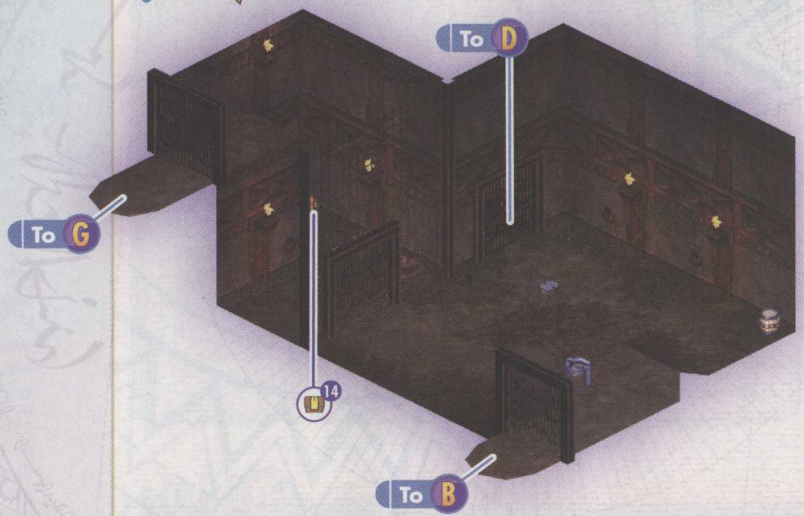
Once the orbs have been destroyed, the gate opens, letting you proceed farther into the room. Here, you find a couple of Amenbo, as well as a Mu, who try to stop your progress. Head to the right and take out the yellow orb and open the **Treasure Chest** nearby. [26] Hop onto the ledge near the blue orb and use Blizzard to destroy it. This leaves only the red orb along the far wall. [27] Once you have used Fire to activate it, the gate opens to let you into the rest of the room. Grab the goodies in the **White Barrel** near the gate.

Head to the right, towards the **Treasure Chest**, and deal with the group of three Mini Movers. [28] When finished, cross the water to face a Lizardman guarding the switch and a **Treasure Chest**. [29] When the scaly creature is out of the way, push the long switch into the wall, just like you would push one of the moveable blocks. [30] This opens up the door leading back into Area D. From here, drop to the left and follow the wall to reach the newly opened doorway to Area F.

BURIED TREASURE!

Before moving further into the room, be sure to grab the Buried Treasure on the third ledge on the wall!

AREA F



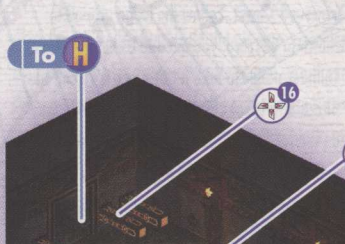
Use your Blizzard or Thunder magic to take care of the Fire Elemental near the **Keystone Pedestal**. [31] Once you do, two Lizardmen appear, eager to defend their territory. Keep a close eye on your HP and MP and use the **White Barrel** in the right-hand corner if you need to refill. Once these foes have been vanquished, a **Keystone** appears in the center of the room. [32] Pick it up and toss it onto the **Keystone Pedestal** to unlock the nearby door leading to Area B. Don't worry about the locked area on the other side of the room. You can't access it from here, but that's only temporary. Walk into Area B and set off down the stairs and into the now open doorway to reach Area G.

AREA G

This room has five rusted floor switches you need to activate: three on the side you entered on and two on the far side. Notice that the boxes here are different than the heavy ones you have used before. You can't grab onto these and slide them, but you can pick them up. Approach one of the boxes, pick it up, and drop it on the nearest floor switch. It can be difficult to place it exactly where you want, but you can always pick it up and try again, or jostle it into place by walking against it, which moves it in small increments. [33]

Now you've got three switches covered, but you're out of boxes! To activate the last two, you need two more boxes; luckily, you can reach a couple. Hit the post repeatedly until it slides all the way down its track and activates. [34] As soon as it does, be ready to run to the far corner of the room, against the same wall as the locked gate. Activating the switch raises an elevator in both of the far corners, each containing a box. Run quickly over to the right corner and grab the box and place it on one of the remaining switches. Go back to the post and activate it again. This time, run to the opposite corner and grab the box from the elevator there. A Skeleton tries to stop you! Ignore him until you have taken the box out of the elevator, then deal with the bony foe. [35] Place this last box on the remaining switch to open the doorway at the top of the stairs. It leads to the caged section of Area F that you couldn't reach before. [36]

Grab the **Dungeon Key** and step on the red floor switch to open the gate. [37] Loot the **Treasure Chest** as well. Make your way back through Area F to Area B and into Area G again. Now that you have the Key, you can access the locked section. [38] Here, you find a **Save Stone** and a **Treasure Chest**.



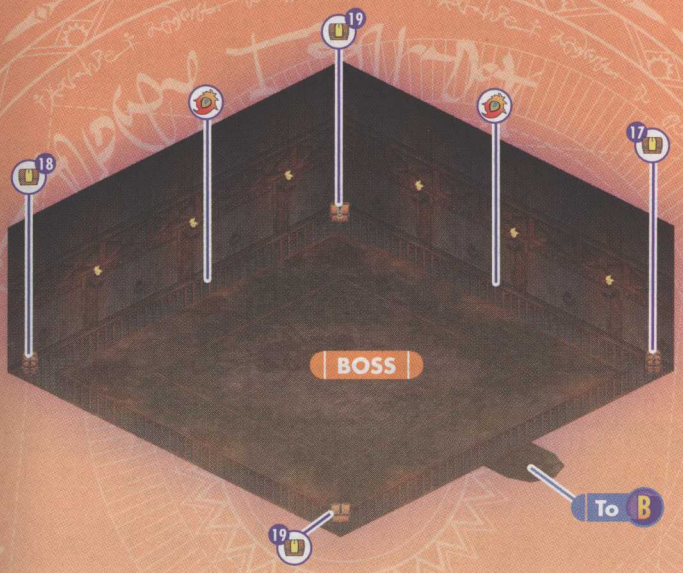
In addition to letting you save your game or switch to multiplayer, Save Stones also fill up your HP and MP when you touch them. Encountering a Save Stone while adventuring is a good indication that you are close to a boss fight or other dangerous encounter. To proceed, push each of the four switches completely into the wall to open up the door to Area H, the den of the Buffasaur! [39]

BURIED TREASURE!

After pushing in all of the switches unearth the Buried Treasure under the third one!

BOSS ENCOUNTER

The Buffasaur



As Larkeicus warned you, the Buffasaur is tough, but it has a weakness to magic. The creature has a defensive shell that protects it from your attacks. Use your Fire, Blizzard, or Thunder magic to take out the shield, forcing the Buffasaur into a vulnerable position. With the shield down, you can inflict damage anywhere, but the weakest part of the creature is the large diamond on its back. [40] Make your way past its attacks to this spot. The shield doesn't stay down for long, so be ready to short circuit it with another blast of magic and dive in again to continue your attack on the Buffasaur.

The Buffasaur has plenty of attacks (and that annoying magical shield doesn't help matters). Look out for its whirlwind attack, hammer slam, shoulder uppercut (which occurs if you stand on it for too long), and a charge attack where it races across the screen in an attempt to trample you. [41] (The charge attack is preceded by lightning sparks visible on the Buffasaur's horns as it lowers its head.) [42]

This beast also has a defensive posture in which any normal attack to its front will be blocked and countered by a quick swing of its club. Take notice of when the Buffasaur enters this stance and refrain from attacking its front arc. Attack from the side and back if possible.

However, the real trick to overcoming this monster is to remove its magical shield and inflict as much damage as possible while it's down. If you cast Fire, the shield drops and the Buffasaur takes a bit of extra damage. If you cast Thunder, the magical shield drops and stuns the Buffasaur for two seconds. Blizzard drops the shield and freezes it for four seconds. With these three magical options in mind, Blizzard seems like the best option. Cast Blizzard and unleash your full physical might against the diamond on its back. It's likely that you'll get off two or three attacks before the Buffasaur thaws, but stay on its back and attack as much as possible to inflict as much damage as you can.

Once the magical shield returns, the Buffasaur will be immune to spells for a few more seconds (look for the blue flame above its head). When the flame dies out, cast another Blizzard and crush the diamond once again. There's a chance that you may not have enough MP to use this tactic during the entire battle. If you run out of replenishment items around the room in the chests, don't fret. Buffasaur isn't unbeatable. Stay behind it and slowly chip away. While behind it, the only attack you have to worry about is the whirlwind, and if you wait for him to attack before you get close, you can easily dodge it.

The Buffasaur is one tough foe, but by taking your time and using caution you can win the day. Use magic to keep its defensive shield down, avoid its more powerful attacks whenever possible, and go for the weak spot on its back to make the most of your attacks. Once you have destroyed the monstrosity, collect your rewards and pick up the Buffasaur Horn to be transported out of the aqueducts.

TWO HEADS ARE BETTER THAN ONE

The Buffasaur battle is a good place to grab some multiplayer help. Because its weakness is on its back, with two or more players you can be sure that at least one of you is in the optimal position for striking at this spot when the monster turns to attack the other.

Head back to town to give the Buffasaur Horn to Larkeicus. Once he has prepared the cure, return to the village and speak with Sherlotta to deliver the medicine.

PHOENIX DOWN

Boss encounters are special; you have an extra option to get back into the fight if one of your party members gets KO'd. As long as at least one party member is still up, you can switch to the KO'd party member and grab a **Phoenix Down**. *These red and gold objects allow you to resurrect a character during a boss battle and get back into the fight without another party member's help. Some boss encounters have more than one, so be on the lookout if you find yourself in this predicament.*

MONSTER DROP TABLES

AMENBO

Common Materials Jellyfish Bonbon

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A C E	Dark Dust	20%	Oak Branch	20%	Tree Branch	20%	Thunder Orb	50%
	E	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%	20 Gil	25%
H V	A C E	Dark Dust	30%	Oak Branch	30%	Yew Branch	30%	Thunder Orb	50%

FIRE ELEMENTAL

Common Materials Element Gem, Red Stone, Red Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D F	Element Gem	25%	Red Stone	20%	Red Fay Dust	50%	Fire Orb	50%
H V	D F	Magic Stone	30%	Red Fay Dust	30%	Red Stone	50%	Fire Orb	50%

ICE ELEMENTAL

Common Materials Element Gem, Blue Stone, Blue Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C H	Blue Stone	20%	Blue Fay Dust	20%	Ice Orb	50%	Rainbow Grape	100%
	E	Striped Apple	33%	Cherry Cluster	33%	Rainbow Grapes	33%	—	—
H V	C H	Blue Stone	30%	Magic Stone	30%	Blue Fay Dust	30%	Thunder Orb	50%

LIZARDMAN

Common Materials Steel, Lizard Crest, Lizard Scale

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	E F H	Copper	20%	Lizard Scale	20%	Stun Orb	50%	20 Gil	30%
	H	Green Fay Dust	30%	Blue Fay Dust	20%	Red Fay Dust	20%	Yellow Fay Dust	20%
H V	E F H	Iron	30%	Iron Shard	30%	Stun Orb	50%	200(400) Gil	20%

MINI MOVER

Common Materials White Dust, Grain of Light, Little Thorn

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B E	Green Fay Dust	30%	Blue Fay Dust	20%	Red Fay Dust	20%	Yellow Fay Dust	20%
H V	B E	Blue Fay Dust	30%	Red Fay Dust	30%	Yellow Fay Dust	30%	Green Fay Dust	30%

MU

Common Materials Oak Branch, Mu Fur, Mu Nose

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A	Oak Branch	20%	Tree Branch	20%	Stun Orb	50%	20 Gil	30%
	E	Scratch Cards 10-14	50%	Mu Fur	20%	Red Fay Dust	20%	Yellow Fay Dust	20%
H V	A E	Scratch Cards 10-14	50%	Mu Fur	30%	Stun Orb	50%	200(400) Gil	20%

SKELETON

Common Materials Skull, White Dust, Bone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B D G	Dark Dust	20%	Copper Shard	20%	Dark Orb	50%	20 Gil	30%
H V	B D G	Dark Dust	30%	Iron Shard	30%	Dark Orb	50%	200(400) Gil	20%

THUNDER ELEMENTAL

Common Materials Yellow Stone, Element Gem, Yellow Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C H	Tree Branch	30%	Blue Stone	30%	Red Stone	30%	20 Gil	75%
H V	C H	Yellow Stone	25%	Blue Stone	20%	Red Stone	20%	180(360) Gil	20%

BUFFASAUR

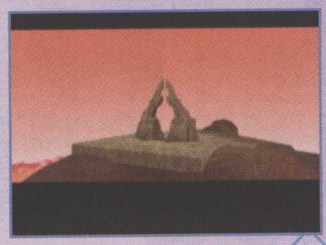
Common Materials: Buffasaur Shell, Buffasaur Horn

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Taurus Brooch	10%	Buffasaur Shell	50%	Buffasaur Horn	50%	—	—
	2	Copper	100%	Copper Shard	100%	Copper	50%	Copper Shard	50%
	3	Oak Branch	100%	Red Stone	100%	Tree Branch	50%	Blue Stone	50%
	4	Dark Dust	100%	Yellow Stone	100%	Dark Dust	50%	Yellow Stone	50%
	5	40 Gil	100%	40 Gil	100%	40 Gil	75%	40 Gil	—
H V	1	Taurus Brooch	20%	Buffasaur Shell	50%	Buffasaur Horn	50%	—	—
	2	Iron	100%	Iron	34%	Iron Shard	33%	Iron Shard	33%
	3	Yew Branch	100%	Red Stone	100%	Blue Stone	50%	Red Fay Dust	50%
	4	Magic Stone	100%	Magic Stone	100%	Yew Branch	50%	Blue Stone	50%
	5	Sei Gem	30%	Ki Gem	27%	Sui Gem	23%	Ko Gem	20%
	6	300(600) Gil	100%	300(600) Gil	100%	300(600) Gil	75%	300(600) Gil	75%

CHEST DROP TABLE

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N	20 Gil	100%	Round Corn	34%	Gourd Potato	33%	Star Carrot	33%
		H V	200(400) Gil	100%	Round Corn	34%	Gourd Potato	33%	Star Carrot	33%
B	2	N	20 Gil	100%	20 Gil	100%	20 Gil	50%	20 Gil	25%
		H V	200(400) Gil	100%	200(400) Gil	100%	200(400) Gil	50%	200(400) Gil	25%
	3	N	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
		H V	Oak Branch	100%	Yew Branch	100%	Oak Branch	50%	Yew Branch	50%
C	4	N	30 Gil	100%	30 Gil	100%	30 Gil	50%	30 Gil	25%
		H V	220(440) Gil	100%	220(240) Gil	100%	220(240) Gil	50%	220(240) Gil	25%
	5	N	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
		H V	Strength Stone 1	31%	Strength Stone 2	22%	200(400) Gil	47%	—	—
D	6	N	20 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
		H V	200(400) Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
	7	N	Scratch Cards 01-06	80%	Scratch Cards 02-02	80%	Scratch Cards 04-07	80%	—	—
		H V	Scratch Cards 01-06	100%	Scratch Cards 02-02	100%	Scratch Cards 01-05	80%	Scratch Cards 14-10	80%
	8	N H V	MP Drops	100%	—	—	—	—	—	—
E	9	N	20 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
		H V	200(400) Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
	10	N	20 Gil	100%	Copper Shard	60%	Iron	40%	—	—
		H V	Iron Shard	75%	Iron	50%	200(400) Gil	100%	—	—
	11	N	Copper Shard	100%	Copper	50%	Copper Shard	50%	Iron	25%
		H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	—	—
	12	N	20 Gil	100%	Ether	60%	Potion	40%	—	—
		H V	300(600) Gil	100%	Ether	60%	Potion	40%	—	—
	13	N	Scratch Cards 10-11	80%	Scratch Cards 15-02	80%	—	—	—	—
		H V	Scratch Cards 10-11	100%	Scratch Cards 15-02	100%	Scratch Cards 11-19	80%	Scratch Cards 04-07	100%
F	14	N	20 Gil	100%	Copper Shard	60%	Copper	40%	—	—
		H V	Oak Branch	100%	Yew Branch	100%	Oak Branch	50%	Yew Branch	50%
G	15	N	Copper Shard	100%	Copper	50%	Copper Shard	50%	Copper	25%
		H V	Iron Shard	100%	Copper Shard	75%	Iron	50%	Iron	25%
	16	N	Scratch Cards 02-03	80%	Scratch Cards 12-04	80%	—	—	—	—
		H V	Scratch Cards 02-03	100%	Scratch Cards 12-04	100%	Scratch Cards 05-05	80%	—	—
		N H V	MP Drops	25%	—	—	—	—	—	—
H	17	N	Ether	100%	Potion	100%	20 Gil	100%	—	—
		H V	Ether	100%	Potion	100%	—	—	—	—
	18	N	Ether	100%	Potion	100%	20 Gil	100%	—	—
		H V	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%	—	—
	19	N	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%	—	—
		H V	Ether	100%	Potion	100%	—	—	—	—

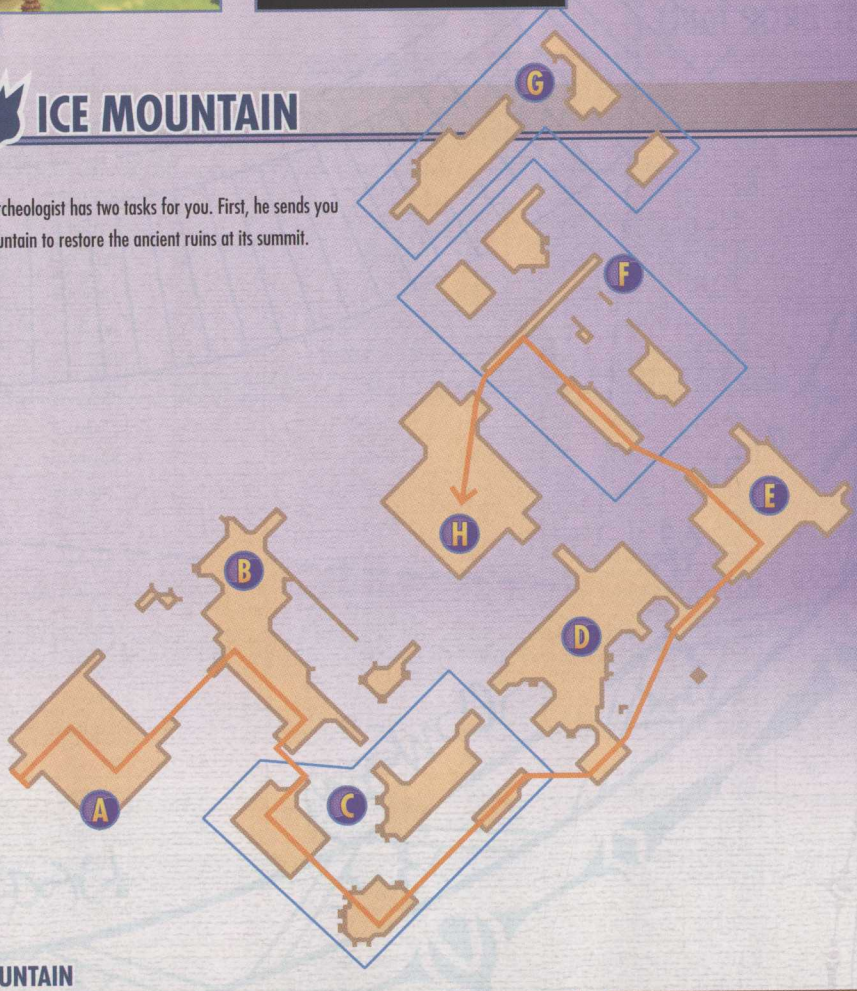
REPAYING A DEBT



Now that you know Eryll is out of danger, it is time to return to the town and repay the favor you owe Larkeicus. He told you he needed assistance with his archeological research; how much trouble can research possibly be?

ICE MOUNTAIN

The old archeologist has two tasks for you. First, he sends you to Ice Mountain to restore the ancient ruins at its summit.



AHRIMAN

STAT	N	H	V
HP	464	3367	5667
EXP	45	1378	1378

AMENBO

STAT	N	H	V
HP	162	1162	2162
EXP	18	1236	1236

BAT

STAT	N	H	V
HP	162	1278	2378
EXP	17	1231	1231

FLOATING EYE

STAT	N	H	V
HP	255	1757	3157
EXP	35	1341	1341

ICE BOMB

STAT	N	H	V
HP	186	1541	2841
EXP	25	1273	1273

ICE ELEMENTAL

STAT	N	H	V
HP	35	310	610
EXP	31	1315	1315

ICE FLAN

STAT	N	H	V
HP	151	1381	2581
EXP	21	1252	1252

MINI BOMB

STAT	N	H	V
HP	139	1025	1925
EXP	7	1178	1178

HAMMER GOBLIN

STAT	N	H	V
HP	296	1684	2984
EXP	60	1604	1604

SNOW MU

STAT	N	H	V
HP	162	1162	2162
EXP	13	1210	1210

FIRE MOUNTAIN

BOMB

STAT	N	H	V
HP	237	1608	2908
EXP	60	1604	1604

FIRE BAT

STAT	N	H	V
HP	207	1448	2648
EXP	58	1589	1589

FIRE ELEMENTAL

STAT	N	H	V
HP	44	313	613
EXP	60	1604	1604

FIRE FLAN

STAT	N	H	V
HP	192	1430	2630
EXP	30	1604	1604

MAGIC POT

STAT	N	H	V
HP	296	1697	3007
EXP	58	1598	1598

MINI BOMB

STAT	N	H	V
HP	178	1060	1960
EXP	22	1490	1490

VULCAN MU

STAT	N	H	V
HP	207	1207	2207
EXP	50	1574	1574

WALKING PLANT

STAT	N	H	V
HP	266	1481	2651
EXP	50	1574	1574

LAVA SPIDER — BOSS

STAT	N	H	V
HP	2520	5280	6780
EXP	0	0	0

AREA A

The monsters on Ice Mountain are serious about defending their territory. Before you can proceed, you must eliminate the Snow Mus that attack! Once the way is clear, jump up onto the ledges that form makeshift steps and face the Ice Bomb and Bat that try to stop you. [1] At the top, locate the pull lever. Jump up and grab it, opening the door to Area B. Whenever you see a lever like this, you can bet that grabbing it causes something useful to happen! [2]

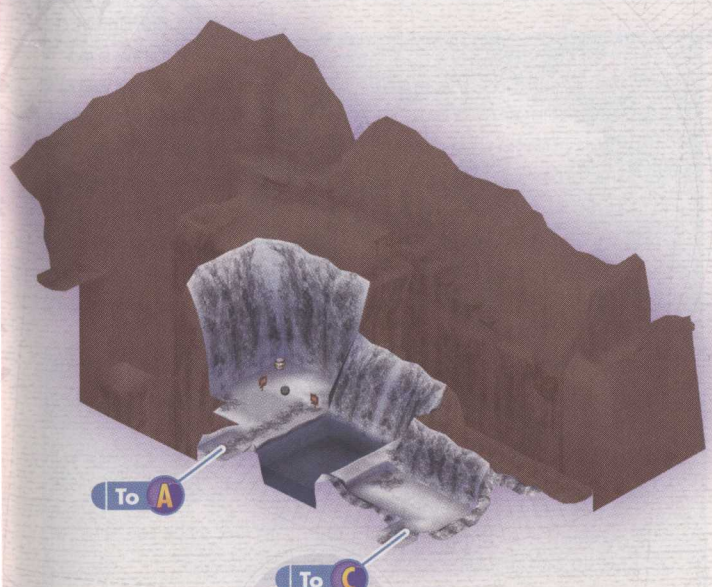
BURIED TREASURE!

Run your magic target ring over the mound on the right side of this area to find a buried treasure! [3]

HUNT THE HIDDEN 1

Be sure to read the sign to the left of the entrance to open up a new quest at the Quest Shop.

AREA B



Find the **Ice Pot** as you enter the area. [4] These pots can be used to freeze water into solid ice, letting you walk on it or drag objects across it if necessary. Use your Blizzard magic to freeze the Ice Pot. Pick it up and toss it into the water. [5] This freezes it solid and leaves the Amenbo that was swimming there at your mercy on the surface.

Walk across the ice and make your way through the Snow Mus and Ice Bomb here to the doorway leading to Area C. [6]

BRRRRR! IT'S COLD UP HERE!

Many of the monsters that call Ice Mountain home are acclimated to the cold. Refrain from using Blizzard and instead stick with your Fire and Thunder spells for most foes.

AREA C

Use your Fire or Thunder magic to take out the Ice Elemental moving to attack you. Next, go after the Amenbo in the water. Once the area is clear, freeze the nearby Ice Pot with Blizzard and toss it into the water. [7] When it freezes, a Floating Eye pops out. Eliminate it, drag the moveable block onto the ice, and position it under the pull lever. Climb up onto it and jump to activate the lever, causing a tile to rise up to the right. [8] Use it to make it across the chasm where an Ice Flan awaits. Use your Physical attacks and your Fire or Thunder magic on it to quickly take it down. Be sure to grab the **White Barrels** and **Treasure Chest** here before continuing. At the edge, you find a rope and pulley system. Jump up and grab the handle. [9] This takes you to the other side of the second chasm, where you can reach the passage to Area D.

AREA D

Eliminating the Ice Bomb and Snow Mu that come at you as you enter causes a pull lever to drop near the side of the cliff. [10] Break open the White Barrel here if you need to replenish your HP or MP.

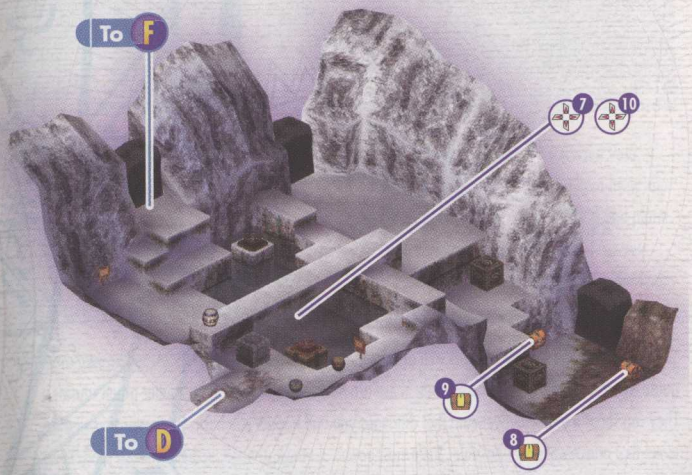
Jump up and grab the pull switch, which causes a tile to appear to the right. Jump onto it and leap to the next tile. From this second tile, turn to your left and jump onto the small pillar where you find another pull switch. [11] Activate it to reveal another tile. Jump back onto the tile you recently vacated and onto this new tile. From here, you can reach the small area on the ledge below the next pull switch, causing another tile to pop into place. Jump from the ledge to this new tile and onto the one adjacent to it, and then ahead to the larger pillar with yet another pull switch. Pull it to activate the last tile. [12]

Jump onto it, take care of the Bat that tries to give you trouble, and head up the stairs to take out the Ice Flan. Don't forget to grab the Treasure Chest here before continuing to Area E.

BURIED TREASURE!

After grabbing the last pull switch, run your magic target circle up the wall and just above the pull switch to unearth a secret stash of Scratch Cards!

AREA E



Notice the red floor switch under the water and remember its location. Use Blizzard on the nearby Ice Pot and drop it into the water. Once it is frozen, drag the moveable block until it is directly over the switch. As you move out onto the ice, a Floating Eye appears, so be ready for it. **[13]** Once the monster has been dealt with and the block is in place, use Fire to ignite the Fire Pot and drop it onto the ice. This melts the ice and, if you positioned it correctly, drops the block onto the switch. **[14]** When it hits the button, the tile with the block raises up to become level with the bridge. Don't worry if upon melting the ice you discover you have placed the block in the wrong spot; it reappears and you can try again.

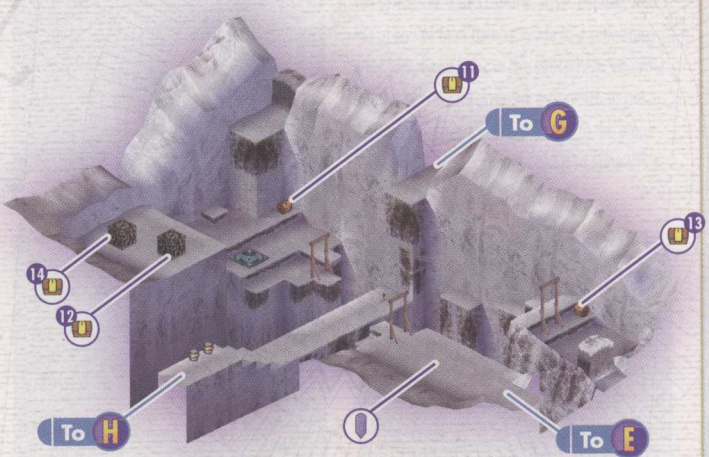
Now there is just one switch left to go. Use the Ice Pot again to freeze the water. Once it's frozen, move the block from the bridge onto the ice and over to the rusted floor switch, which opens the door. **[15]** Watch out for the Elemental and Floating Eye guarding this side of the room! Before going through the door, make sure you have replenished your HP and jump down the ledge to the right to reach two well-guarded **Treasure Chests**. Take out the Elementals and Ice Bomb here to claim the treasure. **[16]** Head back up the ledges to the door to enter Area F.

BURIED TREASURE!

Before moving on to Area F, use your magic target ring to dig up the Buried Treasure underneath the bridge!

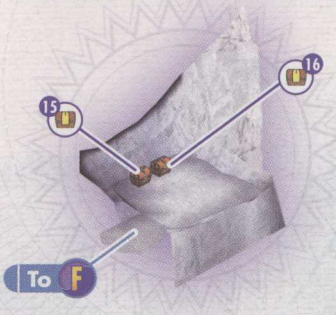
AREA F

It's a good idea to use the Save Stone here before continuing. When you are ready, grab the handle and slide down the pulley rope to reach the thin snow-covered wall in the center. **[17]** You have to time it just right! If you miss the ledge, you reappear near the pulley and can try again. There are two Ice Bombs here, along with a Floating Eye. Once you beat them, a post switch appears. Use the **White Barrels** on the steps to the left if you need to refill your HP and MP, and then activate the post switch. This causes a pull switch to come down at the end of the wall opposite the steps. Grab it and hang on as it lifts you up to the next ledge where you can reach the doorway leading to an upper ledge of Area G. **[18]**



AREA G

This ledge contains two **Treasure Chests**. [19] After claiming your rewards, head back into Area F and drop down onto the snow-covered wall where the post switch was located. KO the Ice Bombs and the Floating Eye to make your way up the steps and into Area H.



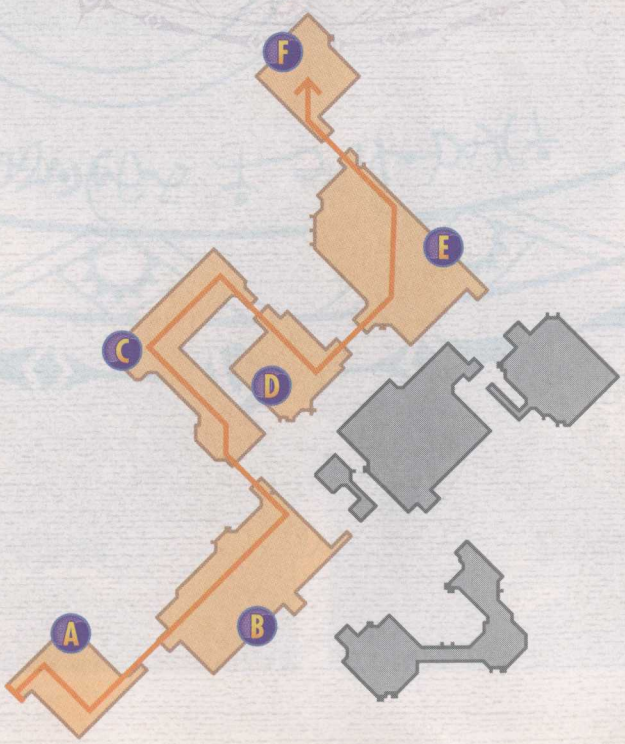
AREA H

You are nearing the summit and it is well-guarded. An Ice Elemental is joined by three Ahriman to guard the steps leading up to the summit. These are much tougher than their smaller green cousins. They can shoot a powerful eyebeam that damages you and knocks you back. Obviously, you want to avoid that attack whenever possible. Their most powerful attack, though, is their Blizzard spell. Keep a sharp eye out for the enemy magic target and move out of the way if you see it coming for you. One of these monsters alone would put up a respectable fight, but three together can be awfully dangerous. Concentrate your attacks on one at a time to eliminate the threat as quickly as possible. [20]

Once you have cleared these enemies out, jump from block to block to reach the summit. Here, you must push the loose stone into the center of the ruins at the summit. [21] Doing so returns you to the World Map where you can go back to the town and the waiting Larkeicus.

FIRE MOUNTAIN

You've completed the first of Larkeicus's tasks! When you tell him about your experiences on Ice Mountain, the old archeologist sends you to Fire Mountain to activate the ruins there as well.



AREA A

As you enter, a Vulcan Mu attacks! Just as the creatures on Ice Mountain were resistant to Blizzard, the creatures here are resistant to Fire. When using magic, stick with Blizzard and Thunder spells here.

It Burns!

Touching the lava won't instantly KO you, but it does inflict a great deal of damage. If you happen to fall in, get out as quickly as possible and be ready to use a Recovery spell right away.

Head up along the left path and take the stairs leading to a **Treasure Chest**. It is guarded by a set of three Mini Bombs. [22] Come back down and take the path to the right, which crosses over the lava. Take out the Bomb and the two Vulcan Mus to clear your way. The Oil Barrel here can be used to clear stone out of your way. Before you use it to break open the way ahead, you can put it to good use and get yourself some treasure. Pick up the barrel and jump down to the lower level on the right-hand side. Place the barrel in front of the blocked door. [23] Use your Fire magic to light it, and stand back! The force of the explosion obliterates the stone, letting you access the **Treasure Chest** hidden inside.

Head to the left once you've collected your goodies. Quickly jump across the lava using the wooden plank floating on its surface. The plank starts to sink as soon as you touch it, so you must be swift! [24] Once across, take the upper path across the lava again and use the barrel, which has reappeared, to get rid of the stone blocking the way to Area B.

AREA B

When you enter Area B, you are greeted by one of the strangest creatures you have encountered so far, the Magic Pot. Don't let its smallness fool you; this is a dangerous critter! [25] Take it down quickly and vanquish the Hammer Goblin that soon appears. Use the **White Barrels** to your left to replenish any HP or MP lost during the battle.

BRING THE COW HOME!

Be sure to read the sign before proceeding. Someone has lost a darling pet and could use your help in finding her. Check out the Quest Shoppe to lend a helping hand. [26]

Before you can continue, you must take care of that large flame blocking the path. Luckily, there is a large Water Jar handy. Pick up the jar and toss it near the flames. Break it open to drench the fire, clearing the path. [27]

Next, go to the end of the path and jump quickly across the three wooden planks to cross the lava. [28] The planks sink after a moment, so you have to be quick on your feet. Once you reach the other side, you face a group of three Mini Bombs and a Fire Flan. [29] After you clear them out, use the pull switch to reveal an Oil Barrel.

Pick up the barrel and jump back across the first two planks and onto the adjacent ledge. [30] Still holding the barrel, jump onto the ledge to the left and then to the upper ledge on the right. [31]

Ignite the barrel to blast open the rock and grab the **Treasure Chest** inside. After dealing with the group of Mini Bombs inside and collecting your loot, head back to the spot where you first got the barrel and grab the pull switch to get another if necessary. Place it next to the stone blocking the doorway and light it to open the way to Area C. [32]

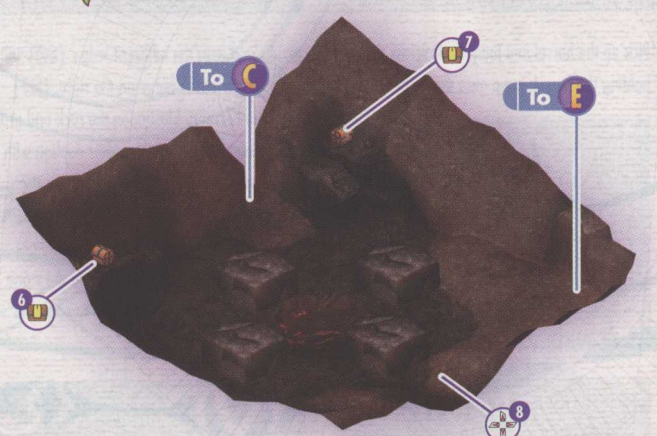
AREA C

Avoid the treacherous falling rocks as you fight Vulcan Mus, Magic Pots, and Fire Elementals, and head up the rocky path. Loot the **Treasure Chest** resting on a step on the left hand side of the path (where the path turns to the right). [33] Continue dodging the falling lava rocks and take down the Walking Plant. Once the path is clear, make your way to the right and pick up the Water Jar there and carry it to the ledge. With the jar, jump up on the floating stone. [34] Toss the jar near the flames and destroy it to douse the fire. Next, jump to the back ledge and grab that Water Jar, using it to put out the fire on the nearby ledge. [35] Run across the ledge and take out the Fire Bat in your way. Pick up one of the Water Jars and stack it on the other. [36] Pick them both up and jump onto the floating stone with the flames. Place the jars in between the fires and destroy them to put out the flames. Jump back off the stone and grab one more Water Jar. Take it with you on the floating stone to reach the remaining flame on the other side. [37] Once you put out the fire, you can safely reach the next area.

BURIED TREASURE!

Before heading up the path, be sure to dig up the treasure buried near the rock in the center of the path, across from the entrance. [38]

AREA D



The monsters in this room each have an Oil Barrel on their heads! You need those barrels, so make your way around the room, defeating the monsters. [39] Once you are finished, grab the treasure chests on the left and right of the doorway you entered. [40] Use the barrels to destroy the four large blocks in the center of the room, revealing four floor switches. [41] Step on each one to reveal a Dungeon Key. Head to the right to grab it, and head through the doorway to Area E. Be careful, since the monsters respawn once you destroy all four stones.

BURIED TREASURE!

A treasure is buried on the other side of the room, across from the entrance! Loot it once you have eliminated your foes. [42]

Walk forward as you enter the room and take care of the Bomb on your left. Use the White Barrels here if you need to replenish your HP or MP before starting the dangerous ascent up the path. [43] When you are ready, head up the path, being careful to dodge the lava rocks rolling towards you. These can be quite dangerous; they not only knock you down, but can also knock you off the path completely, pushing you in the lava. In addition to the rocks, there are also a few monsters trying to slow you down. Make your way cautiously through them until you see the path turn to the left. Locate the ledge with a Water Jar straight ahead. [44] Take down the Magic Pot guarding the jar and use the White Barrel to boost your HP and MP, if needed. Leave the Water Jar for now, and continue up the path, clearing out any opposition ahead. Once you reach the top, head back down the path and grab the Water Jar, avoiding the rocks as you carry it up the path.

AN EXTRA SET OF HANDS

When playing solo, it is nearly impossible to make it up the path with the Water Jar unless you clear out the monsters first. Your party members are helpful, but not nearly as helpful as another player could be. With a human behind another party member, you can run interference with the monsters while your teammate runs the Water Jar up the path, saving time.

Once you reach the top, carry the Water Jar over to the flame. [45] Be careful not to linger on the wooden plank, or you may find yourself swimming in lava. Use the Water Jar to put out the fire and approach the door to unlock it with the Dungeon Key to reach the summit, Area F.

BOSS ENCOUNTER

Lava Spider

The Lava Spider is one dangerous arachnid, but with a little bit of patience, you can squish this bug. As you have seen, large foes have weak spots. In the Lava Spider's case, it is on the top of its head. There is one problem though—this spot is protected by a burning flame! Before you can attack there, you must put out the fire. Lucky for you, the battle area is ringed by several continuously respawning Water Jars. Grab one and toss it at the monster's head. Jump up and break it open to douse the flame. [46]

Once the fire is out, focus your attacks on the large diamond on the top of the head. Pay close attention though, as there is no indication of when the flame is going to reignite. As soon as it reignites, back off and grab another Water Jar to repeat the process.

This fiery arachnid has many attacks. It swings its front legs, spits two different ways from its back end (which inflict Slow if successful), spits fire from its mouth, and has a stomp when you stand on it for too long. The main attack, however, is when it is in its ball form. From this position, it does one of two things: 1) shoots fire balls at you if you're far away, or 2) spins in your direction to try and roll over you. [47] This is the main point of attack.

Grab one of the respawning Water Jars when the Lava Spider enters its ball form. Remain close to the Lava Spider and dodge it like a bullfighter as it rolls your way. When it's disoriented from hitting the wall, throw the Water Jar on its head to douse the flame and jump on its head to unleash your attack! With the right timing, you should be able to inflict 10-16 stomps on the Lava Spider. However, the Lava Spider soon regains its bearings, so quickly jump off and dash to grab another Water Jar, waiting for it to enter its ball form once again.

Continue whittling the Lava Spider down in this manner and you shouldn't have to worry too much about getting hit. Keep your health up, continue dousing the flame and attacking while it is vulnerable, and you soon defeat this creepy crawly. Now that you have climbed both Ice and Fire Mountain, it is time to return to Larkeicus and report what you have seen.

MONSTER DROP TABLES Ice Mountain

AHRIMAN

Common Materials Big One-Eye, Iron, One-Eye Wing

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	H	Iron	75%	Stun Orb	75%	Dark Orb	75%	50 Gil	100%
H V	H	Gold Shard	20%	Stun Orb	20%	Dark Orb	50%	270[540] Gil	20%

AMENBO

Common Materials Jellyfish Candy

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C	Dark Dust	20%	Oak Branch	20%	White Dust	20%	Thunder Orb	50%
H V	B C	Dark Dust	20%	Iron Shard	20%	White Dust	20%	Thunder Orb	50%

BAT

Common Materials Odd Angled Eye, White Dust, Magic Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A D	Dark Dust	20%	White Dust	20%	Ice Orb	50%	30 Gil	30%
H V	A D	Dark Dust	20%	White Dust	20%	Ice Orb	50%	Time Orb	50%

FLOATING EYE

Common Materials Big One-Eye, Iron Shard, One-Eye Wing

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C E F	Iron Shard	20%	Stun Orb	25%	Dark Orb	50%	30 Gil	30%
H V	C E F	Iron Shard	20%	Stun Orb	50%	Iron Shard	20%	220(440) Gil	20%

ICE FLAN

Common Materials Flan Goop, Blue Stone, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C D F	Blue Stone	20%	Red Stone	20%	Ice Orb	50%	Rainbow Grapes	75%
H V	C D F	Blue Stone	20%	Magic Stone	20%	Red Stone	20%	Ice Orb	50%

ICE BOMB

Common Materials Blue Stone, Bomb's Soul, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A B D E F	Blue Stone	20%	Red Stone	20%	Ice Orb	50%	30 Gil	30%
H V	A B D E F	Blue Stone	20%	Red Stone	20%	Ice Orb	50%	220(440) Gil	20%

ICE ELEMENTAL

Common Materials Element Gem, Blue Stone, Blue Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C E H	Blue Stone	20%	Blue Fay Dust	20%	Ice Orb	50%	Rainbow Grapes	75%
H V	C E H	Blue Stone	20%	Magic Stone	20%	Blue Fay Dust	20%	Ice Orb	50%

MINI BOMB

Common Materials White Dust, Grain of Light, Little Thorn

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	E F	Blue Fay Dust	20%	Red Fay Dust	20%	Yellow Fay Dust	20%	Green Fay Dust	20%
H V	F	Scratch Cards 10-14	80%	Scratch Cards 10-01	80%	—	—	—	—

SNOW MU

Common Materials Oak Branch, Mu Fur, Mu Nose

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A B D	Oak Branch	20%	Mu Fur	20%	Ice Orb	50%	Stun Orb	25%
H V	A B D	Copper Shard	20%	Mu Fur	20%	Ice Orb	50%	Stun Orb	50%

MONSTER DROP TABLES Fire Mountain

BOMB

Common Materials: Blue Stone, Bomb's Soul, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A E	Blue Stone	20%	Red Stone	20%	Fire Orb	50%	40 Gil	30%
H V	A E	Blue Stone	20%	Red Stone	20%	Fire Orb	50%	240(480) Gil	20%

FIRE BAT

Common Materials: Odd Angled Eye, White Dust, Magic Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C E F	Oak Branch	20%	Magic Stone	20%	Fire Orb	50%	40 Gil	30%
	D	40 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
H V	C D E F	Oak Branch	20%	White Dust	20%	Fire Orb	50%	Cherry Cluster	20%

FIRE ELEMENTAL

Common Materials: Element Gem, Red Fay Dust, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C F	Red Fay Dust	20%	Red Stone	20%	Fire Orb	50%	Cherry Cluster	75%
	E	40 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
H V	B C E F	Red Fay Dust	20%	Red Stone	20%	Fire Orb	50%	Cherry Cluster	50%

FIRE FLAN

Common Elements: Flan Goop, Blue Stone, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B	Blue Stone	20%	Red Stone	20%	Fire Orb	50%	Cherry Cluster	75%
	D	Blue Stone	20%	Red Stone	20%	Fire Orb	50%	Cherry Cluster	100%
	D	Scratch Cards 10-10	50%	Blue Stone	20%	Red Stone	20%	Cherry Cluster	100%
H V	B D	Silver Shard	20%	Blue Stone	20%	Red Stone	20%	Fire Orb	50%
	D	Scratch Cards 10-10	50%	Blue Stone	20%	Red Stone	20%	Fire Orb	50%

HAMMER GOBLIN

Common Materials: Dark Dust, Iron, Iron Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B E	Iron Shard	20%	Blue Stone	20%	Red Stone	20%	Stun Orb	25%
H V	B E	Silver Shard	20%	Blue Stone	20%	Red Stone	20%	Stun Orb	50%

MAGIC POT

Common Materials: Iron Shard, Magic Stone, Magic Vase Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C E	Magic Stone	20%	Time Orb	50%	Stun Orb	25%	40 Gil	30%
H V	B C E	Dark Dust	20%	Magic Stone	20%	Stun Orb	50%	240(480) Gil	20%

MINI BOMB

Common Materials: White Dust, Grain of Light, Little Thorn

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	A B	Blue Fay Dust	20%	Red Fay Dust	20%	Yellow Fay Dust	20%	Green Fay Dust	20%

VULCAN MU

Common Materials: Tree Branch, Mu Fur, Mu Nose

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A C	Tree Branch	20%	Mu Fur	20%	Fire Orb	50%	Stun Orb	25%
H V	A C	Tree Branch	20%	Yew Branch	20%	Mu Fur	20%	Fire Orb	50%

WALKING PLANT

Common Materials Oak Branch, Sturdy Vine, Unknown Seed

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C E F	Oak Branch	20%	Tree Branch	20%	Fire Orb	50%	40 Gil	30%
H V	C E F	Oak Branch	20%	Tree Branch	20%	Time Orb	50%	240(480) Gil	20%

LAVA SPIDER

Common Materials Lava Spider Scale, Lava Spider Claw

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Spider Bow	25%	Ignis Soul	10%	Lava Spider Scale	50%	Lava Spider Claw	50%
	2	Oak Branch	50%	Tree Branch	50%	Blue Stone	50%	Red Stone	50%
	3	Iron	100%	Iron	100%	Iron Shard	50%	Iron Shard	50%
	4	Magic Stone	100%	Magic Stone	29%	60 Gil	42%	60 Gil	29%
	5	Sei Gem	25%	60 Gil	29%	60 Gil	25%	60 Gil	21%
	6	60 Gil	100%	60 Gil	100%	60 Gil	100%	60 Gil	100%
H V	1	Ignis Soul	20%	Lava Spider Scale	50%	Lava Spider Claw	50%	—	—
	2	Silver	100%	Silver	100%	Silver Shard	50%	Silver Shard	50%
	3	Black Silver	100%	Black Silver	100%	Black Dust	50%	Dark Dust	50%
	4	Yew Branch	100%	White Dust	42%	Oak Branch	29%	Green Fay Dust	29%
	5	Ki Gem	35%	Sui Gem	30%	Ko Gem	26%	Ran Gem	9%
	6	290(580) Gil	100%	290(580) Gil	100%	290(580) Gil	100%	290(580) Gil	100%

CHEST DROP TABLES Ice Mountain

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	30 Gil	100%	Iron Shard	60%	Iron	40%	—	—
		N H V	220(240) Gil	100%	Copper Shard	75%	Copper	25%	—	—
	2	N H V	Scratch Cards 04-05	80%	Scratch Cards 14-15	80%	—	—	—	—
		N H V	Scratch Cards 04-05	100%	Scratch Cards 14-15	100%	Scratch Cards 14-09	80%	—	—
B	3	N H V	DEF Drops	100%	—	—	—	—	—	—
C	4	N H V	30 Gil	100%	30 Gil	100%	30 Gil	50%	30 Gil	25%
		N H V	Copper Shard	100%	Copper	50%	Copper Shard	50%	Copper	25%
D	5	N H V	Scratch Cards 04-13	80%	Scratch Cards 12-05	80%	—	—	—	—
		N H V	Scratch Cards 04-13	100%	Scratch Cards 12-05	100%	—	—	—	—
	6	N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	—	—
		N H V	Gold Shard	100%	Gold Shard	75%	Gold	50%	Gold	25%
E	7	N H V	Scratch Cards 06-08	80%	Scratch Cards 11-03	80%	—	—	—	—
		N H V	Scratch Cards 06-08	100%	Scratch Cards 11-03	100%	—	—	—	—
	8	N H V	Oak Branch	100%	Oak Branch	100%	Oak Branch	50%	Oak Branch	50%
		N H V	Moogle Plant	100%	Moogle Plant	50%	Moogle Plant	50%	Moogle Plant	50%
	9	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
		N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	—	—
	10	N H V	Ice Drops	25%	—	—	—	—	—	—
F	11	N H V	40 Gil	100%	40 Gil	100%	40 Gil	50%	40 Gil	25%
		N H V	240(480) Gil	100%	240(480) Gil	100%	240(480) Gil	50%	240(480) Gil	25%
	12	N H V	Fruity Nugget	35%	Vegitarium	35%	Ki Gem	30%	—	—
		N H V	Anti-Freeze Stone 3	34%	Anti-Freeze Stone 2	33%	Anti-Freeze Stone 1	33%	—	—
	13	N H V	Iron Shard	100%	Iron Shard	75%	Iron	50%	Iron	25%
		N H V	270(540) Gil	100%	270(540) Gil	100%	270(540) Gil	100%	270(540) Gil	100%
	14	N H V	Ice Drops	100%	—	—	—	—	—	—
G	15	N H V	50 Gil	100%	50 Gil	100%	50 Gil	50%	50 Gil	25%
		N H V	Anti-Burn Stone 1	59%	Anti-Burn Stone 2	41%	—	—	—	—
	16	N H V	Iron Shard	100%	Iron Shard	75%	Iron	50%	Iron	25%
		N H V	Ice Stone 1	59%	Ice Stone 2	41%	—	—	—	—

CHEST DROP TABLES Fire Mountain

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	40 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
		N H V	240(480) Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
	2	N H V	Oak Branch	100%	Tree Branch	100%	Oak Branch	50%	Tree Branch	50%
		N H V	Yew Branch	100%	Oak Branch	50%	Tree Branch	50%	—	—
B	3	N H V	Iron Shard	100%	Iron Shard	75%	Iron	50%	Iron	25%
		N H V	Anti-Burn Stone 1	59%	Anti-Burn Stone 2	41%	—	—	—	—
C	4	N H V	50 Gil	100%	50 Gil	100%	50 Gil	50%	50 Gil	25%
		N H V	Silver Shard	75%	Silver	50%	240(280) Gil	100%	—	—
	5	N H V	Scratch Cards 04-01	80%	Scratch Cards 13-12	80%	—	—	—	—
		N H V	Scratch Cards 04-01	100%	Scratch Cards 13-12	100%	Scratch Cards 14-12	80%	—	—
D	6	N H V	Magic Stone	100%	Magic Stone	75%	—	—	—	—
		N H V	Yew Branch	100%	Oak Branch	50%	Tree Branch	50%	—	—
	7	N H V	60 Gil	100%	60 Gil	100%	60 Gil	50%	60 Gil	25%
		N H V	Ice Stone 1	59%	Ice Stone 2	41%	—	—	—	—
	8	N H V	Anti-Burn Drops	25%	Scratch Cards 07-08	80%	Scratch Cards 13-16	80%	—	—
		N H V	Anti-Burn Drops	25%	Scratch Cards 07-08	100%	Scratch Cards 13-16	100%	Scratch Cards 07-09	80%
E	9	N H V	Sei Gem	42%	Fruity Nugget	29%	Vegetarium	29%	—	—

CONSEQUENCES

After speaking to Norschtalen, make your way into the forest and on to the pond where you last saw the Crystal Core. The shortcut is still open, so you can easily reach it by going up the ramp. [1]

After speaking to Eryll and Norschtalen, return to town to search for a way to track down pieces of the Crystal Core. As a student of the Ancients, Larkeicus might know something. The townsfolk once again point you toward the library, but it is no longer the quiet place of learning you saw before.

TREASURE HUNT

Before heading up the ramp, speak to the moogle behind it to open up the "Treasure Hunt" quest at the Quest Shoppe. [2]

CLOUD BEE

STAT	N	H	V
HP	259	1113	2033
EXP	35	1282	1282

GRAPPLER GOLEM

STAT	N	H	V
HP	551	2016	3316
EXP	105	1546	1546

MAGIC POT

STAT	N	H	V
HP	475	1932	3242
EXP	76	1389	1389

MIMIC

STAT	N	H	V
HP	561	2497	4079
EXP	85	1413	1413

MINI MOVER

STAT	N	H	V
HP	259	1133	2033
EXP	30	1264	1264

NEEDLETURTLE

STAT	N	H	V
HP	388	1623	2793
EXP	77	1392	1392

SKELETON

STAT	N	H	V
HP	475	1902	3192
EXP	78	1394	1394

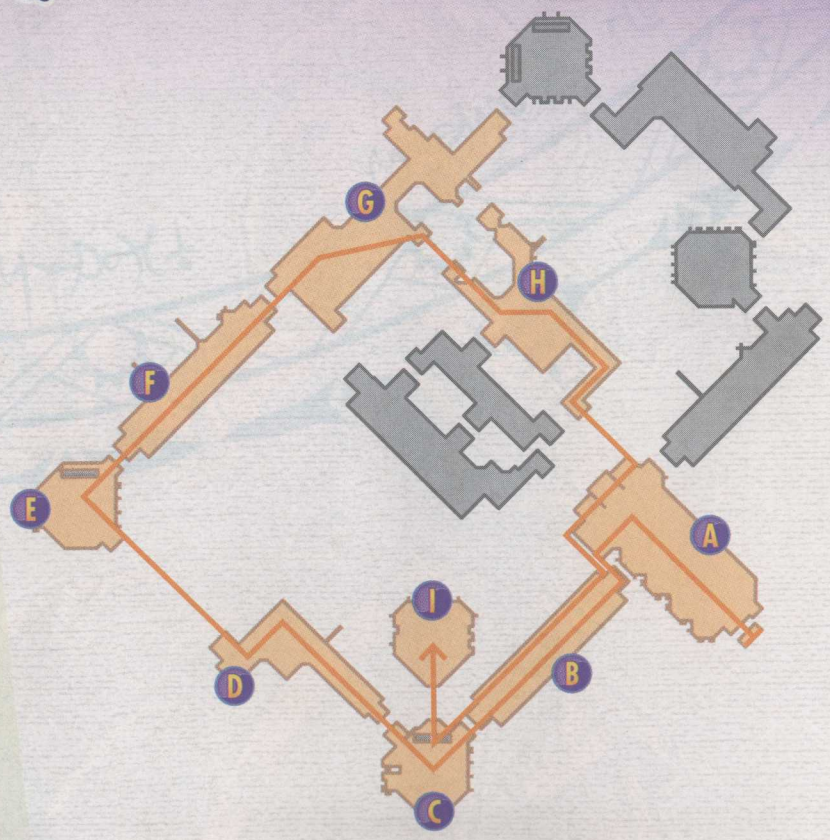
WALKING PLANT

STAT	N	H	V
HP	388	1623	2793
EXP	76	1389	1389

LARKEICUS — BOSS

STAT	N	H	V
HP	3060	6090	7590
EXP	0	0	0

THE LIBRARY



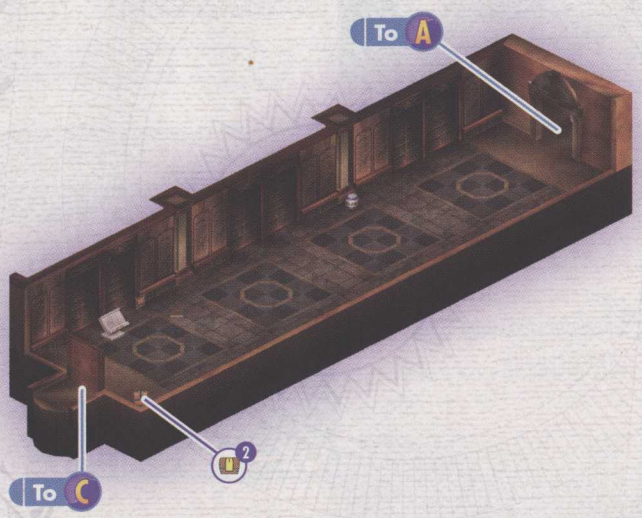
AREA A

As you enter this area, it is apparent that Larkeicus is not at his usual post. The monsters have been let loose in the library! Two Mini Movers hop out to try to stop you once you move inside. [3] Dispatch them quickly and proceed deeper into the library by going through the door to the left of the desk.

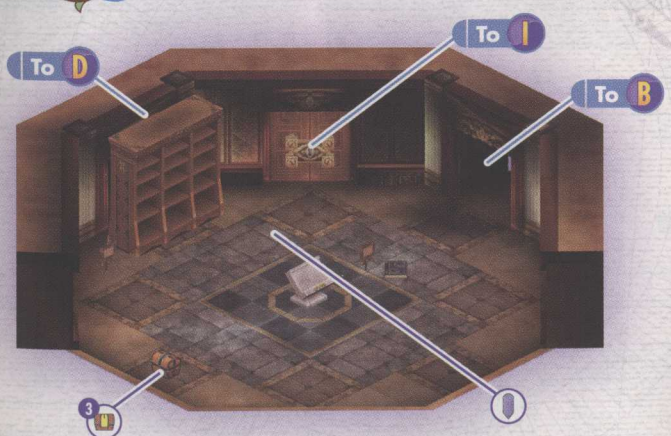
AREA B

A few overzealous monsters guard this long hallway, with the first you encounter being a Spike. Don't perform a stomping attack on these guys, since their long spines are dangerous. [4] Break open the **White Barrel** if you need to replenish your HP or MP stores.

A group of three Cloud Bees moves in to attack next. If you get hit by their stings, use Clear to take away the poison. Before you reach the end of the hallway, a Skeleton appears as a last effort to block your progress through the hall. The door ahead is locked, but you've got the means to open it right here. Pick up the **Book** lying to the right of the sign, and toss it onto the **Lectern**. [5] Whenever you see a brown **Book** like this one, it is used for opening up a door. Loot the **Treasure Chest** next to the doorway before heading into Area C.



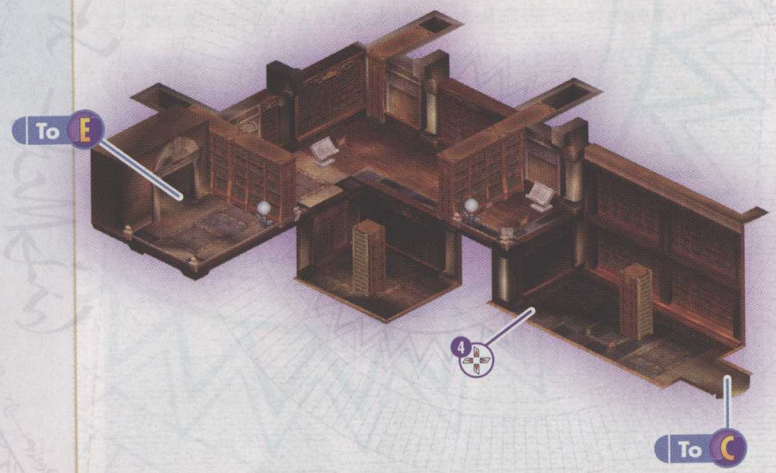
AREA C



One of the first things you see upon entering is a Magic Pot. To quickly eliminate it, grab the purple **Book** lying on the floor and place it on the **Lectern**. [6] This unleashes a powerful spell that travels from the **Lectern** to a monster, dealing massive damage. Keep an eye out for these books as you make your way through the library; they can give you an edge against challenging groups of foes.

Make sure you loot the **Treasure Chest** on the far left side of the room. [7] Notice the empty bookcase to the left of the locked door. Grab this just as you would if it were a small moveable block, and drag it back away from the wall. [8] It was blocking a doorway leading deeper into the library!

AREA D



To get out of this small section of Area D, push the ladder over to the far left wall and climb it to reach the upper level. [9]

BURIED TREASURE!

Before heading up the ladder, use your magic target ring in the left-hand corner to find some buried treasure! [10]

At the top of the ladder, you encounter a third type of Book. This one causes a beneficial magic to follow you or your magic target around. This spell can be used to break the White Orb you see here. Pick up the **Book** and place it on the **Lectern**. Quickly move as close as you can to the White Orb. [11] Once the spell hits it, the Orb breaks and moves the bookcase that was blocking your way. Before you can get past the next bookcase blocking your path, you need another **Book**. Jump off of the upper level near the leftmost **Lectern**. [12] Down here, you find a couple of Needle Turtles eager to stop you.

MULTIPLAYER TIP!

STICK TOGETHER!

Remember that you can always bring your other party members to your location by quickly clicking your casting button. This is extremely helpful when you've jumped or climbed to another area and need their backup in a fight.

Once you've cleared the critters out, a **Book** spawns on the top level. [13] Push the ladder over to the right side and climb up to face the two Skeletons guarding the **Book.** Grab the **Book** and carry it over to the **Lectern** near the bookcase blocking your way. Place the **Book** on the stand and quickly move your magic target ring along the ground to the White Orb on the other side of the bookcase. [14] Once the Orb activates, the bookcase moves and you can reach Area E. It doesn't matter what type of magic you use; the Book's magic follows your target ring. If you miss the Orb, the **Book** reappears in its original spot and you can try again.

AREA E

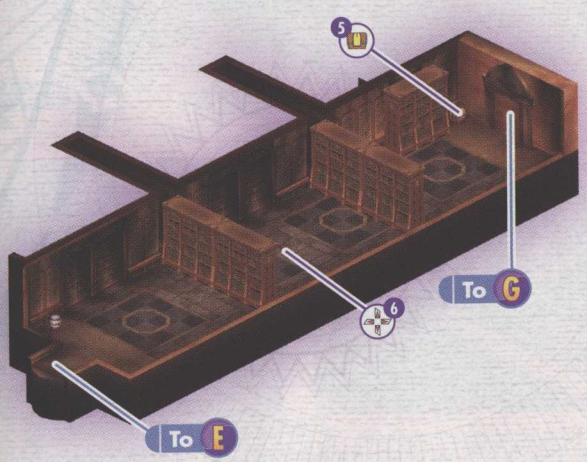
When you enter Area E, eliminate the Magic Pot and the Skeleton here. There is a purple Book on the left side of the room that helps take them down quickly. In order to open the closed doorway to the right of the entrance, you must use the white **Books** to break the Orbs that come down when you activate the switch in the center of the room.

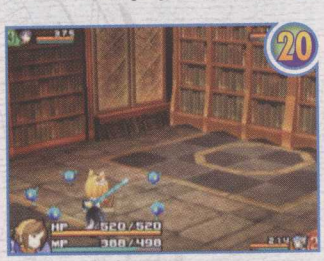
Pick up the white **Book** near the closed door and place it on the **Lectern** to the left of this door. [15] Quickly run to the center of the room and activate the switch. Once the switch is active, you only have a few seconds to break all three Orbs. [16] As soon as you hit the switch, run to the White Orb on the opposite side of the room from the entrance and wait for the magic you unleashed to break it. [17]

Next, pick up the **Book** in front of the orb you just activated and take it to the **Lectern** on the left. Run to the White Orb directly to the left of the entrance and let the magic do its thing. [18] Now you've only got one Orb left to break. Pick up the **Book** that has reappeared where you grabbed the first one and toss it on the closest **Lectern**. Hurry to the stand near the last Orb, which is to the right of the entrance. [19] This opens the door, allowing you to proceed to the next area.

AREA F

A Walking Plant tries to halt your progress through this hallway. Once you clear it out, you must deal with a large group of Mini Movers when you approach the **Book** on the floor. [20] Pick up the **Book** and carry it to the opposite end of the room, where you must vanquish the two Skeletons lying in wait. Once you do, a post switch appears. It takes quite a few hits to activate it, but a **Lectern** slides out from behind a bookcase once you succeed. [21] Quickly pick up the **Book** and place it on the stand to open the nearby door to Area G. Before going through, open the **Treasure Chest** to the right of the door.



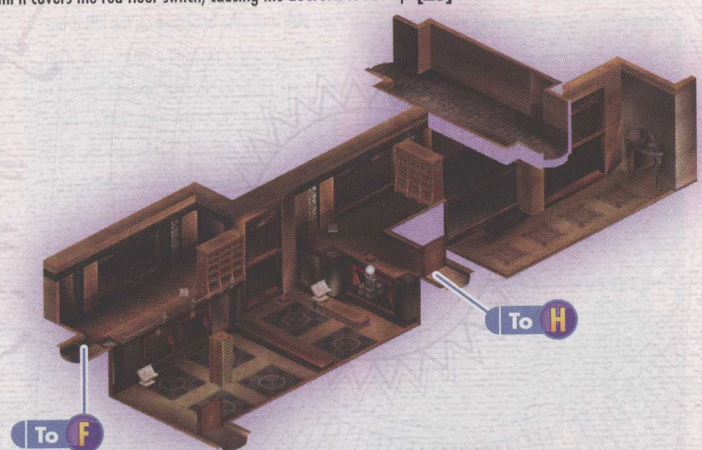


BURIED TREASURE!

Before heading through the gate, be sure to grab the Buried Treasure behind the tree in the lowest corner of the map. To unearth your Scratch Cards just run your magic target ring over the spot indicated on the map until it flashes, revealing a hidden treasure.

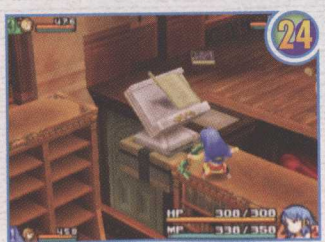
AREA G

Take out the Skeleton that attempts to get in your way once you enter the area. Next, grab the empty bookcase and push it off the ledge onto the lower level. [22] Jump down beside this bookcase and deal with the Walking Plant. Once the area is clear, grab the bookcase again and drag it to the right until it covers the red floor switch, causing the **Lectern** to rise up. [23]



Head to the left to the ladder, where another Walking Plant stands in your way. Once you have eliminated it, push the ladder to the back wall. Climb up and head to the right, picking up the white **Book** and crossing over the bookcase you had pushed down onto the lower level. Once you are across, drop the white **Book** for now. Here, you must deal with a few Mini Movers, but there is a purple **Book** there to help you out. Toss it on the **Lectern** to give the monsters something to think about.

The door to the right, which leads to Area H, is locked. To open it, you must activate the White Orb floating nearby. Doing this can be a bit tricky during solo play. Position one of your party members to stand on the red floor switch, which raises the bookcase from the floor below. Quickly pick up the white **Book** and put in on the **Lectern**. [24] Run swiftly across the top of the bookshelf to the White Orb. [25] The magic follows you from the Book Stand and breaks the White Orb, opening the nearby door on the right.



MULTIPLAYER TIP!

PUSHING YOUR BUTTONS

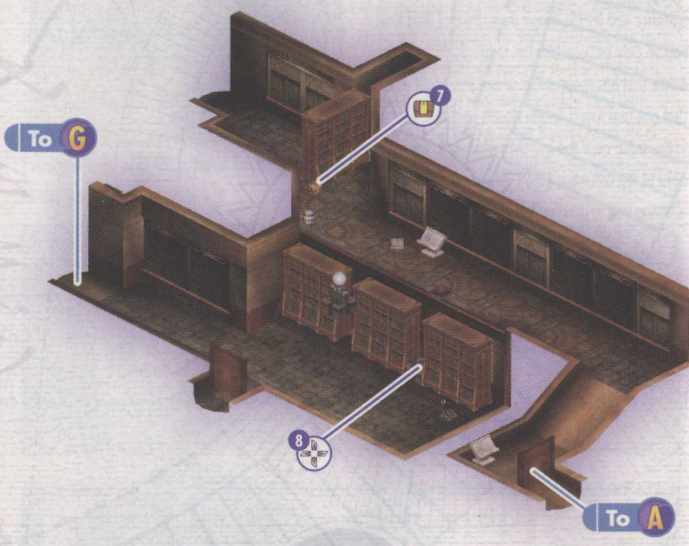
This is an excellent spot for some friendly help. Your non-player-controlled party members aren't always the best at staying where you put them. Having a friend that can stand on the floor switch for as long as you require is a great help.

AREA H

Make your way to the right side of the room and hit the switch. This lowers the nearby bookcase, revealing a moveable ladder. [26] Grab the ladder and drag it out and to the left until it is between the floating White Orb and the other bookcase. [27] Climb the ladder to the upper level. On your left, you see a **White Barrel** and two **Treasure Chests**. However, everything is not as it appears. The second **Treasure Chest** is actually a Mimic! This devious creature masquerades as a loot-filled **Treasure Chest** to fool unwary adventurers. [28] Destroy this sneaky monster and take its treasure by force.

Once you've cleared out the left side, pick up the white **Book** and toss it onto the **Lectern**. Move quickly across the top of the bookcase and the ladder to reach the White Orb before the magic you released catches up to you. [29] Activating the Orb lowers the bookcase on the lower level into the ground, exposing two Magic Pots. [30] Once you destroy them, a **Dungeon Key** appears. When you pick it up, the bookcase on the left drops into the ground, revealing a **Book**. Pick it up and place it on the tile between the bookcases. [31] Climb up the ladder and stand on the red floor switch to raise the tile with the **Book** to your level. Pick up the **Book** and head to the right.

You must make it past a Skeleton and a group of Cloud Bees before you can use the **Book**. When facing the Cloud Bees, let your party members keep their attention while you go straight for the hive. [32] If you don't take it out, the Cloud Bees keep emerging, and you have to fight them forever. Once the way is clear, pick up the **Book** and carry it down the path to the **Lectern** by the door to open the way. [33]



The door leads you to the upper level of Area A. You have to deal with a group of the tiny Mini Movers when you enter. Drop down and make your way through Area B again to reach Area C. Take advantage of the **Save Stone** before unlocking the door and entering Area I.

BURIED TREASURE!

Before dropping down, head to the far right edge of the upper ledge and use your magic target ring to unearth some buried treasure! [34]

BOSS ENCOUNTER

Larkeicus

It looks like the old archeologist is more than he seems! When the battle begins, you face Larkeicus and three of his Grappler Golem minions. [35]

Begin by concentrating on a single minion. This is a fantastic strategy with which to begin. The minions pack a punch, but that's not the true danger. When their HP gets low, the minions begin to flash, indicating that they're about to explode and cause massive damage within a small radius. However, you can use this to your advantage and turn the tables on the boss. Lure the minion close to Larkeicus so that he's in the minion's blast radius when it explodes. This tactic stuns Larkeicus for around 9 seconds when successful! Do everything you can at this point to damage Larkeicus, but keep an eye out for the other two minions.

During the fight, keep a lookout for the old man's devastating spells. Larkeicus has many attacks and a variety of spells. He can cast Slow, Bio, and Quake. He also has the ability to fire magic orbs from his hands that inflict plenty of damage and can shock or freeze you, or set you on fire. As with other bosses, standing too long on Larkeicus's head results in a reprisal attack; in this case, he unleashes a flip kick. Keep a close eye on the ground and move quickly if you see an enemy magic target ring coming your way. His deadly spells unleash some incredible damage, and you don't want to get caught in them any more than necessary. You can also tell when Larkeicus prepares to cast because a glowing purple circle appears around him. [36]

This damaging spell really knocks the wind out of him for a few seconds. Use this time to get in close and let him have it with your melee party members. Characters that can attack from range are a boon in this fight. The old guy is resistant to magic, so your magic users can hurt him, but they rarely score as strong a hit as those from physical attacks. [37] Larkeicus also has a brutally damaging fiery knockback spell. [38] This can be especially deadly if you are low on health. It deals a solid amount of Fire damage to you on impact, then continues to damage you for the next few seconds.

There will be points during the fight where there are no minions to pop next to Larkeicus. Stand about three floor tiles away to retain enough room to dodge any of the orbs he shoots and reduce the effectiveness of his spells. Once Larkeicus initiates a spell and the magic target ring begins heading toward you, run directly towards Larkeicus, through the target. If you were more than two floor tiles away from him (and are not affected by Slow, Stun, or Poison), the spell should go off behind you. This provides a short window in which you can hit Larkeicus a couple of times while he's recovering.

The Golems respawn after a short time, allowing you to begin the minion stun tactic once more. The added bonus to destroying the minions is that they yield Ether and Potions when you take them out. Replenishing your stores is a necessity in this long, tough fight. Also, if one of your characters gets KO'd, remember to grab a Phoenix Down. Save your MP for offensive spells and Cure.

This is by far the toughest boss battle you have faced so far. To succeed, you must be constantly aware of your surroundings and keep a close eye on all your party members. Watch your health above all, avoid Larkeicus's spell damage, and get in attacks when you can. Don't expect a short battle; in the end, your patience pays off!

MULTIPLAYER TIP!

BRING A FRIEND!

While you can certainly beat the old guy on your own, this battle is much easier with a friend or three along for the fight. Independent players have a much better chance of avoiding Larkeicus's magic and striking at the most beneficial time. Because of the high damage output of these foes, you want your friends to be of the same level or higher than you to help with this battle.

MONSTER DROP TABLES

CLOUD BEE

Common Materials Tree Branch, White Dust, Honey Acid

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B H	Dark Dust	20%	White Dust	20%	Stun Orb	30%	Striped Apple	25%
H V	B H	Dark Dust	20%	White Dust	20%	Stun Orb	50%	Striped Apple	50%

GRAPPLER GOLEM

Common Materials Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	I	Potion	100%	—	—	—	—	—	—
H V	I	Potion	50%	Ether	50%	—	—	—	—

MAGIC POT

Common Materials Iron Shard, Magic Shard, Vase Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C E H I	Magic Stone	20%	Stun Orb	50%	Time Orb	50%	50 Gil	20%
H V	C E H I	Magic Stone	20%	Stun Orb	50%	Time Orb	50%	260(520) Gil	20%

MIMIC

Common Materials Mimic Talon, Mimic Slough, Mu Parchment

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	H	70 Gil	100%	70 Gil	100%	Rune Ring	33%	70 Gil	67%
H V	H	Ward Stone 1	45%	Ward Stone 2	32%	310(620) Gil	23%	—	—

MINI MOVER

White Dust Little Thorn, Grain of Light

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A	Scratch Cards 10-05	80%	Scratch Cards 10-12	80%	—	—	—	—
	A F	Blue Fay Dust	20%	Red Fay Dust	20%	Yellow Fay Dust	20%	Green Fay Dust	20%
H V	A	Scratch Cards 10-05	50%	Scratch Cards 10-12	50%	—	—	—	—
	A C F	Blue Fay Dust	20%	Red Fay Dust	20%	Yellow Fay Dust	20%	Green Fay Dust	20%
N H V	G	Thunder Orb	50%	Ice Orb	50%	Fire Orb	50%	Cherry Cluster	100%

NEEDLE TURTLE

Common Materials Tortoise Shell, Iron, Iron Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B D H I	Blue Stone	20%	Red Stone	20%	Stun Orb	30%	Round Corn	25%
	D	Striped Apple	33%	Cherry Cluster	33%	Rainbow Grapes	33%	50 Gil	100%
H V	B D F H I	Gold Shard	20%	Blue Stone	34%	Red Stone	33%	Stun Orb	33%

SKELETON

Common Materials Skull, White Dust, Bone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B E F G H	Dark Dust	20%	Iron Shard	20%	Stun Orb	30%	50 Gil	20%
	D	Striped Apple	33%	Cherry Cluster	33%	Rainbow Grapes	33%	50 Gil	100%
H V	B E F G H	Dark Dust	20%	Iron Shard	20%	Stun Orb	50%	260(520) Gil	20%
	D	260(520) Gil	100%	Ether	34%	Cherry Cluster	33%	Rainbow Grapes	33%

WALKING PLANT

Common Materials Oak Branch, Sturdy Vine, Unknown Seed

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	F G H I	Oak Branch	20%	Tree Branch	20%	Time Orb	50%	50 Gil	20%
H V	F G H I	Oak Branch	20%	Tree Branch	20%	Time Orb	50%	260(520) Gil	20%

LARKEICUS

Common Materials Lens Shard

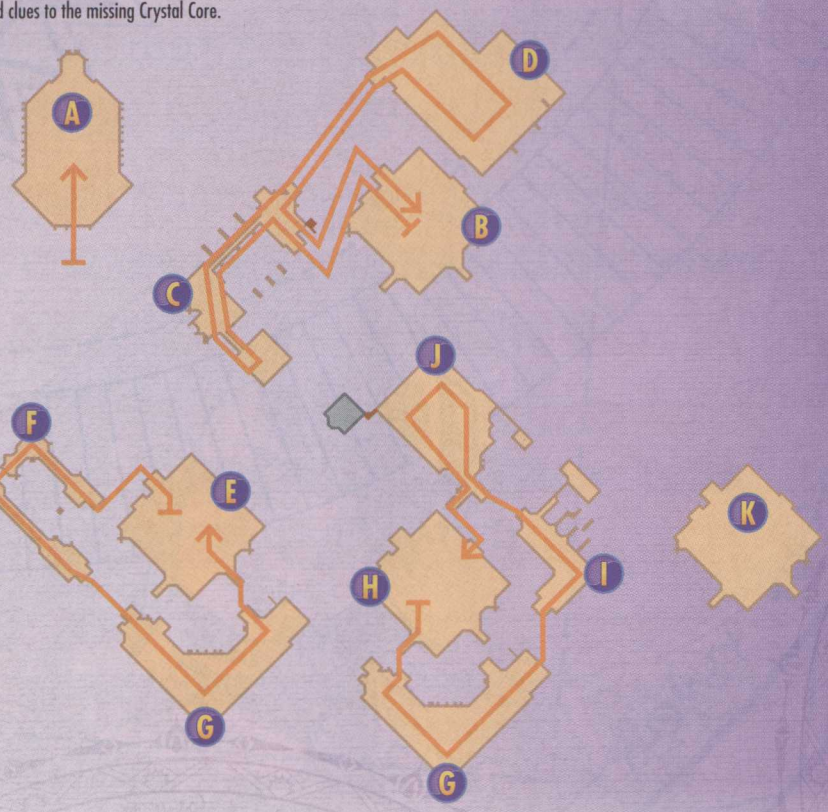
DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Lens Shard	50%	Lens Shard	25%	—	—	—	—
	2	Iron	100%	Iron	100%	Iron Shard	50%	Iron Shard	50%
	3	Oak Branch	25%	Tree Branch	25%	Blue Stone	25%	Red Stone	25%
	4	Magic Stone	100%	Dark Dust	34%	White Dust	33%	Magic Stone	33%
	5	Sei Gem	28%	70 Gil	28%	70 Gil	24%	70 Gil	20%
	6	70 Gil	100%	70 Gil	100%	70 Gil	100%	70 Gil	100%
H V	1	Lens Shard	50%	Lens Shard	25%	—	—	—	—
	2	Black Gold	100%	White Gold	100%	Gold	50%	Gold Shard	50%
	3	Gold	25%	Gold Shard	25%	Iron	25%	Iron Shard	25%
	4	Seraph Dust	100%	Magic Stone	100%	White Dust	50%	Magic Stone	50%
	5	Ki Gem	33%	Sui Gem	30%	Ko Gem	25%	Ran Gem	12%
	6	310(620) Gil	100%	310(620) Gil	100%	310(620) Gil	100%	310(620) Gil	100%

CHEST DROP TABLE

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	Scratch Cards 07-06	80%	Scratch Cards 12-11	80%	—	—	—	—
		N H V	Scratch Cards 07-06	100%	Scratch Cards 12-11	100%	Scratch Cards 12-15	80%	—	—
B	2	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
C	3	N H V	Magic Stone	100%	Magic Stone	50%	—	—	—	—
		N H V	260(520) Gil	100%	Iron Shard	75%	Iron	25%	—	—
D	4	N H V	Scratch Cards 02-01	80%	Scratch Cards 06-03	80%	—	—	—	—
		N H V	Scratch Cards 02-01	100%	Scratch Cards 06-03	100%	Scratch Cards 04-20	80%	Scratch Cards 05-02	80%
F	5	N H V	Iron Shard	100%	Iron Shard	75%	Iron	50%	Iron	25%
		N H V	260(520) Gil	100%	Gold Shard	75%	Gold	25%	—	—
	6	N H V	Scratch Cards 04-03	80%	Scratch Cards 15-05	80%	—	—	—	—
		N H V	Scratch Cards 04-03	100%	Scratch Cards 15-05	100%	Scratch Cards 11-09	80%	—	—
H	7	N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	—	—
		N H V	Magic Stone	100%	Magic Stone	50%	—	—	—	—
	8	N H V	Scratch Cards 01-02	80%	Scratch Cards 13-07	80%	—	—	—	—
		N H V	Scratch Cards 01-02	80%	Scratch Cards 13-07	100%	—	—	—	—

THE ANCIENT RUINS

After the events in the library, return to the village and speak with Norschtalen. She directs you to the ancient ruins east of the town, where you hope to find clues to the missing Crystal Core.



COCKATRICE

STAT	N	H	V
HP	424	1851	3151
EXP	87	1606	1606

DAEDALUS

STAT	N	H	V
HP	636	2274	3664
EXP	125	1674	1674

FLAN

STAT	N	H	V
HP	276	1531	2731
EXP	95	1620	1620

FLOATING EYE

STAT	N	H	V
HP	466	2125	3575
EXP	100	1629	1629

GRAPPLER GOLEM

STAT	N	H	V
HP	551	2016	3316
EXP	105	1638	1638

LIZARDMAN

STAT	N	H	V
HP	509	2067	3437
EXP	102	1633	1633

THUNDER BOMB

STAT	N	H	V
HP	339	1472	2572
EXP	95	1620	1620

THUNDER ELEMENTAL

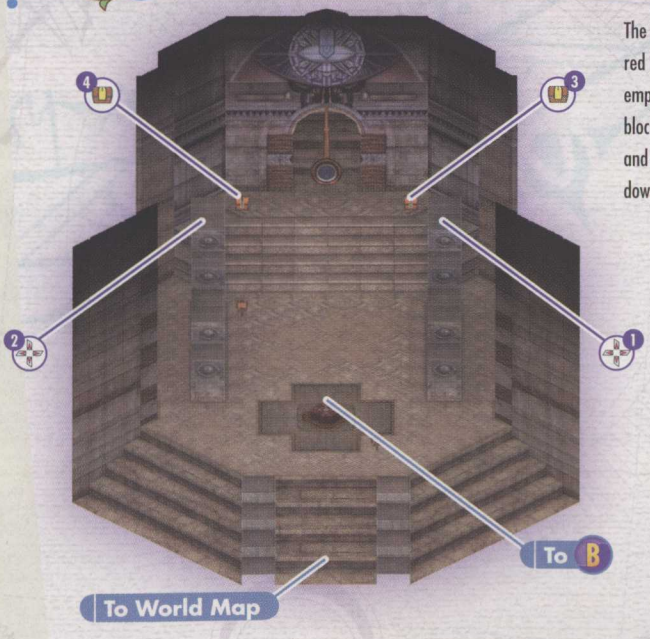
STAT	N	H	V
HP	64	319	619
EXP	95	1620	1620

GRIM GAZE BOSS

STAT	N	H	V
HP	3660	6990	8490
EXP	0	0	0

THE RUINS

AREA A

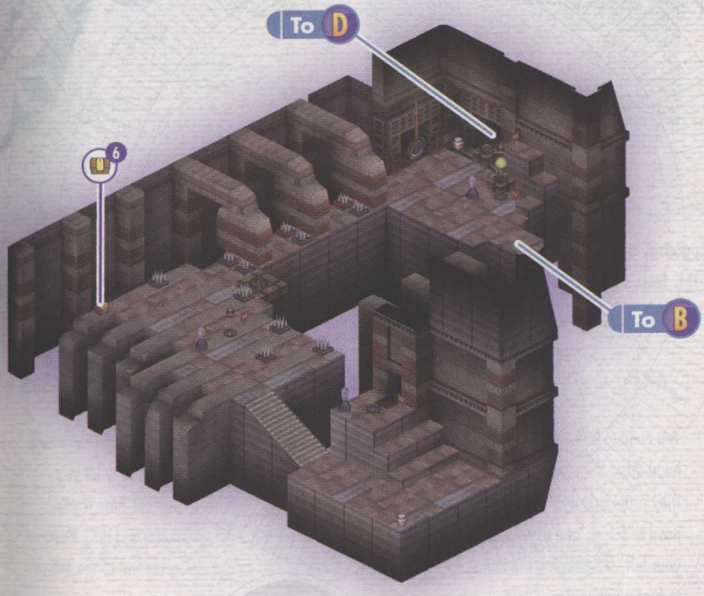


The first thing you see as you enter the ruins is a giant red floor switch. Head straight past it and up the stairs to empty the **Treasure Chests** on the left and right of the blocked entrance. [1] Go back down to the floor switch and move all of your party members onto it, dropping you down into the ruins. [2]

AREA B

Once you reach the bottom, deal with the Thunder Bomb and head to the far right to plunder the **Treasure Chest**. [3] Cross the room to the left, past a single Flan, to reach the doorway leading to Area C.

AREA C



CHARGE IT UP!

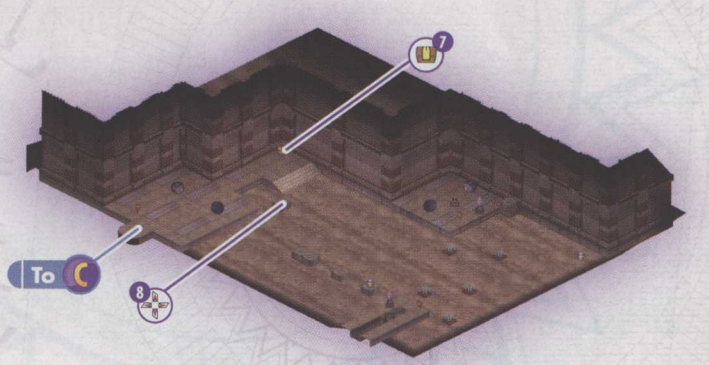
Pyramids need to be charged in order to work. Whenever you come across a pyramid that is not glowing blue, use your Thunder magic to give it a charge!

First, break the Yellow Orb on your right using your Thunder magic. [4] This causes the **pyramid** to drop onto its **socket**, activating the spikes at the other end of the room. Now, instead of blocking the way, they move up and down, giving you a way to get through. Before you can brave the spikes, you must get past the Cockatrice. Make short work of this feathered foe and head through the spikes. Watch carefully and time your movements when the spikes have just retreated into the ground. [5] Don't run through here with low HP. The spikes don't inflict a great deal of damage, but if you are already low on HP, they can be dangerous.

Once through these sets of spikes, you must contend with swiftly sliding spikes! Make your way down as quickly as possible to remove the **pyramid** from its **socket**. [6] This stops these menaces from buffeting you around. Take the pyramid with you down the steps, dropping it when you need to deal with the Cockatrice and the Thunder Elementals. Carry the **pyramid** to the right and up the small ledges to the **socket**. [7] This transports the **pyramid** to Area A, and activates a floating tile on the other side of this room. Make your way back up the stairs to where the spikes are, stopping to take advantage of the **White Barrel**. [8]

Ride the floating tile back to the side of the room where you started. [9] Take the doorway in front of you to reach Area D.

AREA D



BURIED TREASURE!

Before you jump into battle, run your magic target ring over the short pillar nearest the platform with the Treasure Chest to expose a buried treasure! [11]

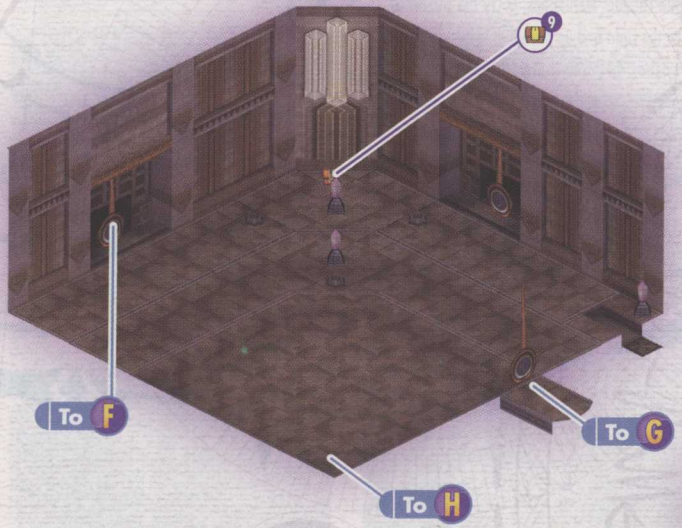
Go around the rolling alarm to reach the **Treasure Chest** located in a corner behind it. If you happen to trigger the alarm, you must deal with the Daedalus that appears! [10] Head down the stairs and take on the Lizardmen readying for battle at the bottom. If you need to replenish your MP or HP, there is a **White Barrel** near the center of the room as well as one in the upper right-hand corner.

There is a **pyramid** on the right side of the room powering another rolling alarm. [12] Wait until the alarm rolls away and then pick up the **pyramid**, deactivating the alarm. Carry it to the bottom right corner of the room and charge it up with Thunder magic. Toss it into the **socket**. [13] This moves the **pyramid** into Area B for use there.

AREA B

Head back through Area C to reach Area B. Once there, you need to clean up the Thunder Bombs and Cockatrice again. Head to the far left of the room, grab the **pyramid**, and take it to one of the **sockets** near the upper corner. Next, grab the other **pyramid** on the right and put it in the remaining **socket**. This drops you down a level to Area E.

AREA E



Once you clear out all the monsters, a third **socket** appears near the center of the room, opening the way to Area F.

AREA F

You need to be light on your feet to make it through this area! Take out the Flan in front of you and head down the stairs towards another feisty Flan. Watch out for the falling rocks! If they hit you, they cause damage and can even knock you off the edge. Break the **White Barrel** here if you need to refuel, and then grab the **pyramid** on the right-hand corner of the platform. [14] Head to your left, still dodging the falling rocks, and jump across the thin chasm, being careful of the spikes, to face another Flan. [15]

Carry the **pyramid** up the steps and past the swinging ball and chains. Be careful to time your movements just right, as these vicious pendulums sweep you off your feet—and right off the path. Set the pyramid down at the top of the steps and return to the post switch. [16] Strike the post switch until it has moved down its track and activated. This is harder than it looks! You must avoid the treacherous pendulums while striking. [17] Confirm that you have a good amount of HP so if you get knocked off, you won't get KO'd.

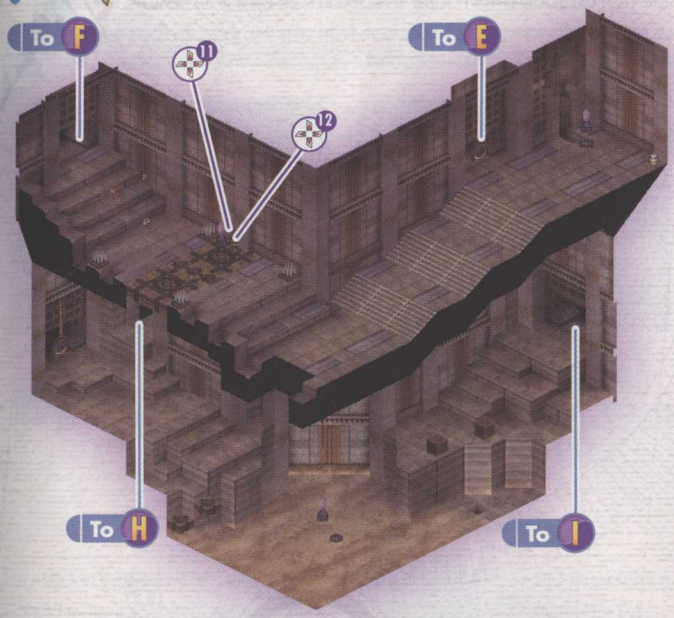
When the switch activates, run up the stairs and step on the red floor switch to make a **socket** appear. Pick up the **pyramid**, charge it up with Thunder magic, and set it in the **socket**, clearing the way to Area G. [18]

MULTIPLAYER TIP!

A LITTLE HELP FROM YOUR FRIENDS

Playing with a friend here is extremely helpful. One of you can handle carrying the pyramid through the pendulum gauntlet, while the other handles the post switch. This minimizes damage because non-player-controlled party members aren't getting themselves knocked off the path by blindly trying to follow you.

AREA G



Grab the **pyramid**, which stops the spikes from moving, and go down the stairs. [20] Set the **pyramid** down on the steps and take out the Golems. Watch out for falling rocks as you pick the **pyramid** back up and take it towards the socket on the right, facing another Golem. Charge up the pyramid and place it in its **socket**, which causes it to move to Area E. [21] Take the doorway to the left of the socket to reenter Area E.

Walk down the steps until you reach the sign. From here, jump and grab the swinging rope. (It helps to be a few steps to the left of the sign.) When the rope comes towards you, jump and catch it while in the air. [19] When it swings out over the spikes, jump again to let go, letting your momentum carry you to safety. Bring your party to you as soon as you hit the ground, as they are going to try to run right through the spikes to get to you if you don't.

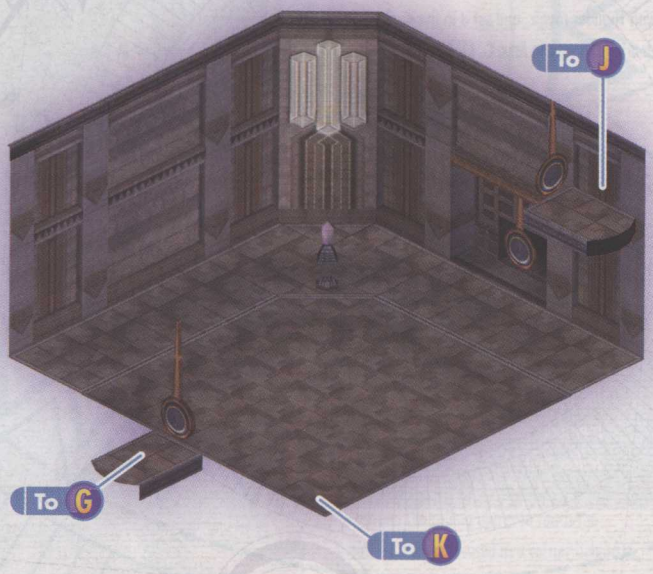
BURIED TREASURE!

Before leaving the area, dig up the Buried Treasure near the spikes!

AREA E

Pick up the pyramid to the right of the doorway and deliver it to the socket in the center of the room. [22] This drops you down a level to Area H.

AREA H



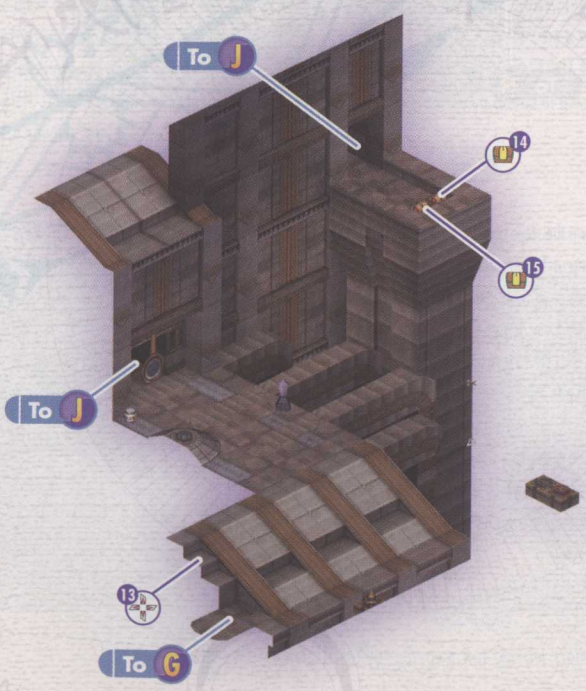
Here you face several Elementals and Flan. Once you have cleared the monsters out of the room, head through the doorway to the lower level of Area G.

AREA G

Go forward down the stairs and drop down to the floor. If you are low on HP or MP, there is a **White Barrel** on the left side of the stairs, before you go all the way down. [23] Once on the lowest level, you are set upon by Floating Eyes and a Thunder Elemental. Once you clear these out, a **pyramid** pops up to the far right. [24] Charge it up and carry it over to the **socket** in the center of the room. This starts a rope swinging far above you. Head to the far left and jump back up onto the stairs. Position yourself so that you can jump and catch the rope. [25] Swing across to the other side, defeat the Floating Eye, and take the doorway leading into Area I. [26]

AREA I

Make your way up the stairs, taking out the troublesome Golems you come across. At the top, head to the right and position yourself far out on the ledge. [27] Catch the rope and swing across to the small floating platform. Press the red floor switch and wait for the floating tile with the **pyramid** to come to you. [28] Get on the floating tile with it and pick it up. The tile moves left, back to the stairs. Jump to the stairs when you're close enough and carry the **pyramid** all the way to the top. Charge it up and place it in the socket on the left. [29]



This causes a Cockatrice to appear and, more importantly, makes a Blue Orb and socket materialize as well. Take out the irate monster, and then remove the **pyramid** from the **socket**. Carry it over and put it down in front of the Blue Orb's path, positioning yourself next to it. [30] You've only got a few seconds for the next steps, so be ready to move quickly. As the Blue Orb comes toward you, cast your Blizzard on it. As soon as you release your spell, switch to Thunder and charge up the pyramid on your left. Immediately pick it up and place it on the **socket**, which moved towards you when you hit the Blue Orb. [31] The socket won't stay there for long, so you've got to be exceedingly quick. Once you place the **pyramid** on its **socket**, the doorway to Area J opens.

MULTIPLAYER TIP!

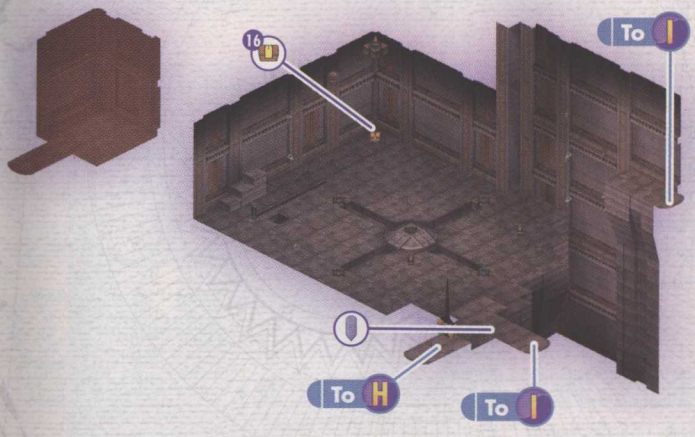
MAY I GET THE DOOR FOR YOU?

Opening the door is much easier during multiplayer mode. One player can take care of the Blue Orb, while the other charges up and then picks up the pyramid, getting ready to drop it on the socket.

BURIED TREASURE!

Before heading up the stairs, be sure to use your magic target ring to dig up the buried treasure hidden to the left of the entrance! [32]

AREA J



There are four **pyramids** in this room that need to be charged up and placed on the four **sockets**. It doesn't matter in what order you do them, but it is easiest to just go clockwise. Take out the Golem to your left to gain possession of the **pyramid** on its head. Charge this up and place it in the nearby socket. Next, make your way up the room on the left side to the post switch. It takes a lot of swings to activate this one. Once you do, a **pyramid** rises out of the floor near where the post started. [33] Quickly grab it; you don't have much time. Charge it up and place it in a **socket**.

Next, climb the steps next to the post switch and grab the swinging rope. When it swings over, jump and grab the pull switch. This makes a **pyramid** lower beside you. [34] Jump onto the tile with the **pyramid** and pick it up. Drop down to the floor, charge it up, and place it in a **socket**. To get the final **pyramid**, defeat the Golem on the right-hand side of the room. Once you place the fourth **pyramid**, a Dungeon Key appears in the center of the room. You can now access Area H!

SECRET LOOT!

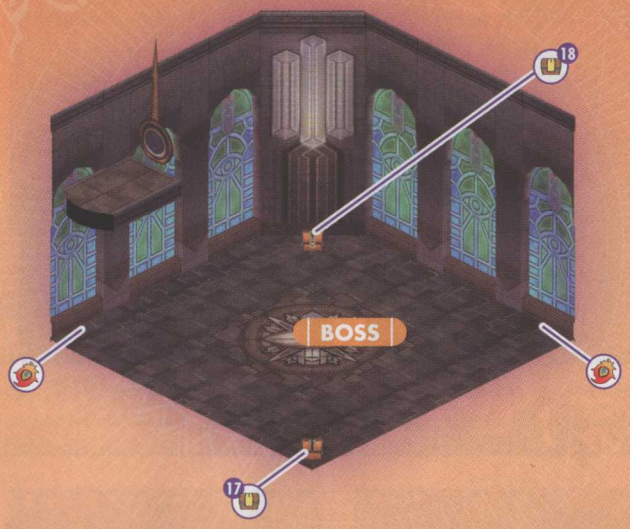
Before heading to the next area, use the swinging ropes on the right side of the room to reach a couple of well-hidden Treasure Chests. Jump up to grab the lowest one and, at its highest point, jump to grab the second one. Repeat this process for the third. From the third rope, you can jump and reach a small area containing two Treasure Chests! [35]

BOSS ENCOUNTER

Veriaulde

Veriaulde seemed like a reasonable Yuke, but something has transformed him into this horrible beast—Grim Gaze! You've got no choice but to take him down.

This flying monstrosity is no pushover, but he only has a few attacks. He can inflict serious damage as well as paralyze and knock back the target by slapping his wings together. [36] This sometimes energizes him and makes any that touch him take the same damage as they inflicted on the attack. When the sides of his wings glow purple, he casts one of two spells. [37] One paralyzes and the other is Gravity which prevents jumping. Grim Gaze also conjures a ball of light in front of him which explodes, dealing plenty of damage and paralyzing those unfortunate enough to be caught in the blast.



When his wings glow purple and he brings them together in front of him, run out of his range and be on the lookout for his magic target ring. Stay out of its way to avoid taking costly damage. Grim Gaze's attacks are dangerous, but the main difficulty in this fight is getting this monster to land! You can jump up and hit him while he is in the air, but the damage is minor. Stack your spells to cast Gravity (Blizzard plus Raise) to drag him down to your level. Once he is down, concentrate your attacks on the center of his wings. [38] When the weak point on the back of the wing is exposed, focus all your attacks on that.

Grim Gaze doesn't stay down for long. Be ready to back off when he starts to stir so you don't get caught unprepared for one of his attacks. Use the two Treasure Chests in the room to replenish your HP and MP when you start to get low. Use your casters to knock him out of the air as much as possible and keep on those wings. Damaging the vulnerable spots on the back of his wings is the quickest way to finish this nasty boss; he soon falls at your feet.

After winning the battle, watch the following event until you acquire Veriaulde's gift.

MONSTER DROP TABLES

COCKATRICE

Common Materials: Tree Branch, Cockatrice Feather, Cockatrice Scale

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C I K	Tree Branch	25%	Green Fay Dust	20%	60 Gil	20%	Thunder Orb	50%
	C	Scratch Cards 10-08	75%	Tree Branch	20%	Green Fay Dust	20%	Thunder Orb	50%
H V	C I K	Yew Branch	20%	Phoenix Down	20%	Green Fay Dust	20%	Thunder Orb	50%
	C	Scratch Cards 10-08	75%	Yew Branch	20%	Green Fay Dust	20%	Thunder Orb	50%

DAEDALUS

Common Materials: Iron, Copper

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D K	Iron Shard	20%	Copper Shard	20%	Stun Orb	30%	60 Gil	20%
H V	D K	Gold Shard	20%	Silver Shard	20%	Stun Orb	50%	280(560) Gil	20%

FLAN

Common Materials: Yellow Stone, Red Stone, Flan Goop

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	B F H	Yellow Stone	20%	Red Stone	20%	Thunder Orb	50%	Striped Apple	50%

FLOATING EYE

Common Materials: Big One-Eye, Iron Shard, One-Eye Wing

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	F G	Iron Shard	20%	Thunder Orb	50%	Dark Orb	50%	60 Gil	20%
H V	F G	Gold Shard	20%	Iron Shard	50%	Stun Orb	50%	280(560) Gil	20%

GRAPPLER GOLEM

Common Materials: Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	H G I J K	Stun Orb	25%	Time Orb	50%	Dark Orb	50%	60 Gil	20%
	J	60 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
H V	H G I J K	Stun Orb	30%	Time Orb	50%	Dark Orb	50%	280(560) Gil	20%

LIZARDMAN

Common Materials: Steel, Lizard Scale, Lizard Crest

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D	Iron Shard	20%	Copper Shard	20%	Thunder Orb	50%	60 Gil	20%
H V	E	Steel	20%	Iron Shard	20%	Thunder Orb	50%	280(560) Gil	20%

THUNDER BOMB

Common Materials: Yellow Stone, Blue Stone, Bomb's Soul

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	B E	Yellow Stone	20%	Blue Stone	20%	Thunder Orb	50%	Time Orb	50%

THUNDER ELEMENTAL

Common Materials: Yellow Stone, Element Gem, Yellow Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C	Scratch Cards 10-15	75%	Yellow Stone	20%	Yellow Fay Dust	20%	Thunder Orb	50%
H V	C H G	Yellow Stone	20%	Yellow Fay Dust	20%	Thunder Orb	50%	Striped Apple	50%

GRIM GAZE

Common Materials Veriaul Alloy, Veriaul Battery

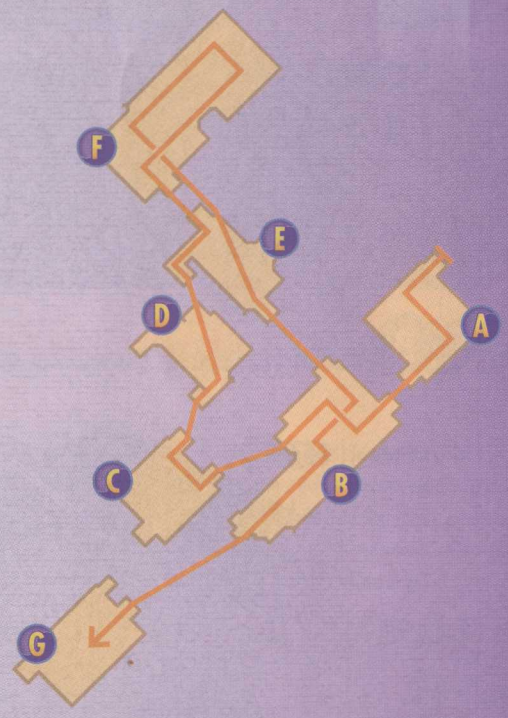
DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Death's Band	20%	Veriaul Alloy	50%	Veriaul Battery	50%	—	—
	2	Iron	100%	Copper	100%	Copper Shard	50%	Iron Shard	50%
	3	Dark Dust	100%	Dark Dust	50%	Iron	50%	Copper	50%
	4	Green Fay Dust	100%	Green Fay Dust	100%	Tree Branch	50%	Green Fay Dust	50%
	5	Sei Gem	30%	80 Gil	27%	80 Gil	23%	80 Gil	20%
	6	80 Gil	100%	80 Gil	100%	80 Gil	100%	80 Gil	100%
H V	1	Death's Band	50%	Veriaul Alloy	50%	Veriaul Battery	20%	—	—
	2	Gold	100%	Platinum	100%	Gold Shard	50%	Steel	50%
	3	White Dust	100%	Iron	50%	Iron Shard	50%	Seraph Dust	50%
	4	Phoenix Down	100%	Green Fay Dust	100%	Yew Branch	50%	Yew Branch	50%
	5	Ki Gem	32%	Sui Gem	28%	Ko Gem	24%	Ran Gem	16%
	6	330(660) Gil	100%	330(660) Gil	100%	330(660) Gil	100%	330(660) Gil	100%

CHEST DROP TABLE

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	Scratch Cards 09-05	80%	—	—	—	—	—	—
		N H V	Scratch Cards 09-05	100%	Scratch Cards 11-11	80%	—	—	—	—
	2	N H V	Scratch Cards 01-03	80%	Scratch Cards 13-11	80%	—	—	—	—
		N H V	Scratch Cards 01-03	100%	Scratch Cards 13-11	100%	—	—	—	—
	3	N H V	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
		N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
	4	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
		N H V	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
B	5	N H V	Iron Shard	100%	Iron Shard	75%	Iron	50%	Iron	25%
		N H V	Gold Shard	100%	Gold Shard	75%	Gold	50%	Gold	25%
C	6	N H V	60 Gil	100%	Iron Shard	75%	Iron	25%	—	—
		N H V	280(560) Gil	100%	280(560) Gil	100%	280(560) Gil	50%	280(560) Gil	25%
D	7	N H V	Copper Shard	100%	Copper Shard	80%	Copper	50%	Copper	25%
		N H V	300(600) Gil	100%	300(600) Gil	100%	300(600) Gil	50%	300(600) Gil	25%
	8	N H V	Scratch Cards 04-15	80%	Scratch Cards 13-13	80%	—	—	—	—
		N H V	Scratch Cards 04-15	100%	Scratch Cards 13-13	100%	—	—	—	—
E	9	N H V	60 Gil	100%	Copper Shard	75%	Copper	25%	—	—
		N H V	Yew Branch	100%	Yew Branch	50%	Yew Branch	50%	Yew Branch	25%
F	10	N H V	Thunder Drops	100%	—	—	—	—	—	—
G	11	N H V	Scratch Cards 07-02	80%	Scratch Cards 08-06	80%	—	—	—	—
		N H V	Scratch Cards 07-02	100%	Scratch Cards 08-06	100%	Scratch Cards 08-07	80%	Scratch Cards 11-18	80%
	12	N H V	Anti-Thunder Drops	25%	—	—	—	—	—	—
H	13	N H V	Scratch Cards 04-10	80%	Scratch Cards 14-01	80%	—	—	—	—
		N H V	Scratch Cards 04-10	100%	Scratch Cards 14-01	100%	Scratch Cards 09-08	80%	—	—
	14	N H V	Anti-Burn Stone 1	34%	Anti-Freeze Stone 1	33%	Anti-Thunder Stone 1	33%	—	—
		N H V	Amethyst Studs	50%	Emerald Studs	50%	—	—	—	—
	15	N H V	Fire Stone 1	34%	Ice Stone 1	33%	Thunder Stone 1	33%	—	—
		N H V	Hard Hat	50%	Onyx Studs	50%	—	—	—	—
I	16	N H V	Iron Shard	100%	Copper Shard	100%	Iron Shard	50%	Copper Shard	50%
		N H V	330(660) Gil	100%	330(660) Gil	100%	330(660) Gil	50%	330(660) Gil	25%
J	17	N H V	Ether	100%	Ether	100%	—	—	—	—
	18	N H V	Ether	100%	Potion	100%	—	—	—	—

6 IN A DARK CORNER

Now that you have Veriaulde's gift, you can see where fragments of the Crystal Core are located. Go to the World Map to see that the aqueducts, Ice Mountain, and Fire Mountain all contain fragments of the Crystal Core.



AMENBO

STAT	N	H	V
HP	358	1358	2358
EXP	130	2228	2228

CHIMERA

STAT	N	H	V
HP	1024	3643	5443
EXP	160	2260	2260

FIRE ELEMENTAL

STAT	N	H	V
HP	77	323	623
EXP	136	2241	2241

GRAPPLER GOLEM

STAT	N	H	V
HP	666	2165	3465
EXP	145	2252	2252

HAMMER GOBLIN

STAT	N	H	V
HP	512	1965	3265
EXP	140	2241	2241

ICE ELEMENTAL

STAT	N	H	V
HP	77	323	623
EXP	136	2241	2241

SAHAGIN

STAT	N	H	V
HP	512	1980	3290
EXP	148	2257	2257

SKELETON

STAT	N	H	V
HP	563	2016	3306
EXP	135	2235	2235

THUNDER ELEMENTAL

STAT	N	H	V
HP	77	323	623
EXP	136	2241	2241

THE AQUEDUCTS

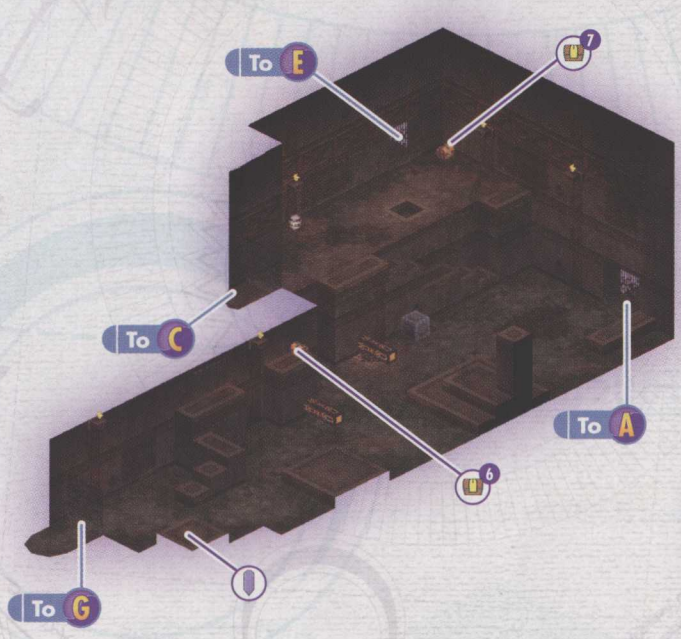
AREA A

When you travel to the aqueducts, you discover that another entrance has been uncovered! Enter here to begin in Area A. When you enter, you are greeted by a Sahagin! Get rid of this beast as well as the three Amenbos swimming around in the water. Once the monsters have been taken out, hit the post switch until it reaches the end of its track and activates. [1] This drains the water out of the room, letting you reach the **Treasure Chests** on the far left and right. [2] Step on the red floor switch in the bottom corner to open the door to Area B. [3]

BURIED TREASURE!

Before moving on, grab the treasure here. Stand on the tile in the center of the room and use your magic target ring to find the buried treasure. Once you do, the tile rises too high for even a Selkie to reach by jumping, so you must be on it to claim your Scratch Cards. Underneath the tile, you'll find a **Treasure Chest** *with an Anti-Stun Boost in it!* [04]

AREA B



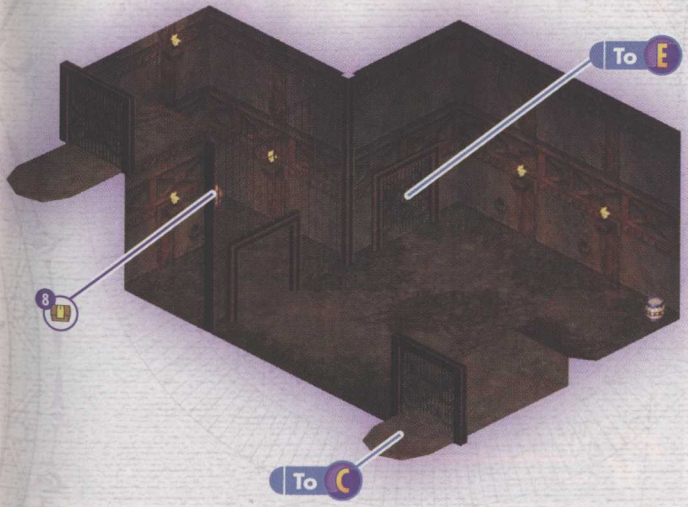
An Ice Elemental and a Thunder Elemental greet you as you enter Area C. Use your magic to take them out. Push the first switch you come to into the wall. [5] Drag the moveable block sitting just to the right of it until it is directly in front of the pushed-in switch. [6] This keeps the switch from moving when you activate the second one. Head to your left and push in the second switch. This opens the door to Area C. Go to the left of the switch and up the steps to reach a **Treasure Chest**! Watch out for the Fire Elemental on the way. [7] Once you've claimed your goodies, head up the stairs to the right of the switches, pausing to take out the Skeleton that appears on the steps. Loot the **Treasure Chest** in the upper left corner before heading to the now open doorway to Area C.

AREA C

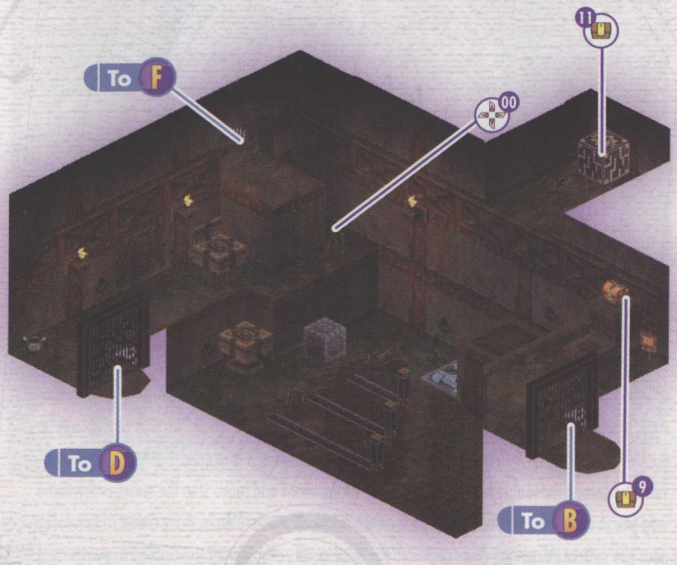
Take out the Sahagin that advances to attack as you enter this area, as well as the Skeleton located to the left at the bottom of the stairs. Activate the post switch, which raises the adjacent tile with the moveable box. [8] If possible, switch to a Selkie character and quickly double- jump onto the tile. If not, you need to rapidly run up the steps to grab the moveable box and place it on the rusted switch. [9] Once the post switch makes it back to its starting point, the raised tile falls back to its original position, so you don't have much time. If you don't make it, just activate the post switch and try again. Once the switch is activated, the door to Area D opens. Be careful moving your party up the stairs to reach the door. Three Elementals, one of each flavor, block your way. [10] Blast them with magic to get rid of them and move on.

AREA D

You don't have to solve any puzzles to get through this area, but you do face some tough opposition! As you enter the room, you'll face three Elementals, one of each type: Fire, Ice, and Thunder. Put your magic to work quickly to take these monsters out of the fight as fast as possible. You also have a Goblin to deal with! [11] Once these monsters have been put down, three Golems appear! Take them out one at a time so you can eliminate them before they explode. If you need to refuel, there is a White Barrel in the upper right corner of the room. Once you have dealt with all the monsters, the door to Area E opens. Before passing through it, be sure to empty the **Treasure Chest** in the alcove on the left side of the room. [12]



AREA E



Head to your right and jump down to the lower level of the room. [13] Take out the Golems you find here so you can use the post switches with no interruptions. Before using the switches, grab the box and drag it to the right, between the switch on the right and the floor plate. [14] You can now jump up onto the box and onto the ledge to reach a **Treasure Chest**. If you have a Selkie in your party, you don't need to move the box; you can just double-jump to reach the ledge!

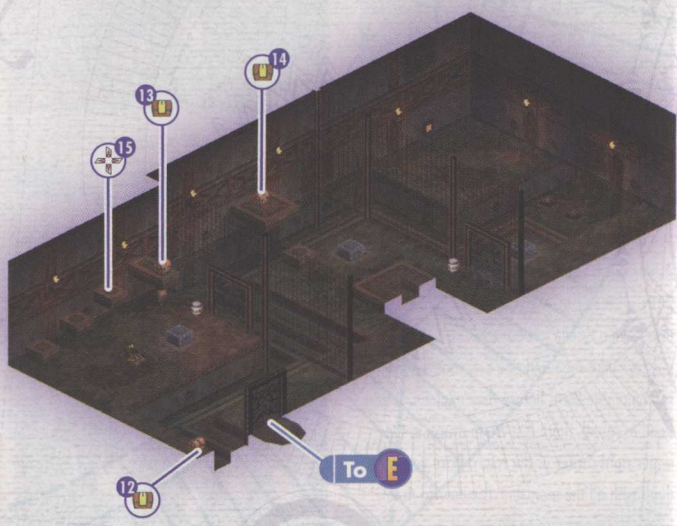
Once you are done, move the block next to the rusted floor switch on the other side of the room. Next, starting with the post switch on the left (the one with the longest track), activate them all moving left to right. As soon as the last one activates, the tile moves from above the rusted switch. Quickly push the box onto it, opening the door. [15]

BURIED TREASURE!

Before moving on to Area E, be sure to get the buried treasure at the base of the ledge leading out of the room. [16]

AREA F

Grab the **Treasure Chest** to the left of the door upon entering and continue to the other side of the room. Activate the switch to raise the moveable block. [17] Use the ledges along the wall to jump up and reach the **Treasure Chest**. [18] Read the sign underneath the chest, which unlocks the "Fragile! 1" quest. There is also a **White Barrel** here if you need to replenish your HP or MP.



Grab the block and push it into the trench in the center of the room. [19] Watch out for the Golem that appears to stop you! Drag the box along the trench all the way to the far end of the room and onto the middle of three switches. [20] Beware of the Skeletons that appear as you move past. Take the second moveable box from the center of the room and move it to the switches the same way you dragged the first one. Position it on the leftmost switch. Finally, push the third box located near the switches down the steps and onto the third switch, eliminating the Goblins in your way. [21] This opens up the door from which you entered Area F.

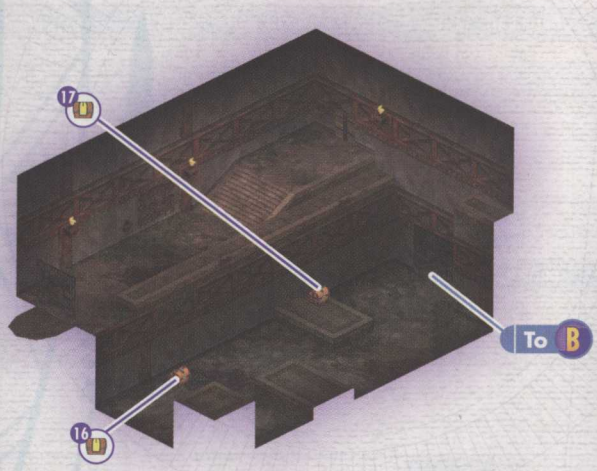
Before going back through that door, loot the **Treasure Chest** on the ledge along the left wall in the middle of the area to find a **Scroll**! [22] Use the **White Barrel** in this section of the room if the battles have left you depleted.

AREA E

Enter Area E again to see a floating tile appear. Jump onto it and ride it over to the right to reach Area B. [23] If you want the extra loot and experience, jump down by the switches to clear out the Golems that appear.

AREA B

Make your way down to the lower level of Area B and all the way to the left to reach the **Save Stone**. There are a couple of Goblins that try to stop you, but you can make short work of them. [24]



In this last room, you face three Chimeras! Concentrate on one target at a time to eliminate them as quickly as possible. These monsters have a few tricks up their sleeves, including an attack that causes blindness. [25] Use Clear on yourself and your party members to get your sight back as quickly as possible.

The Chimeras are vulnerable to Holy magic. Combine Raise and Cure to create Holy spells, which inflict the most damage. [26] Watch your health and don't let it get low. Chimeras cause plenty of damage, and if you let your party get low, you can be KO'd before you know it. Once you finish off the beasts, loot the **Treasure Chests** to grab a **Scroll**, among other goodies. When you are ready to leave, pick up the Crystal Core Fragment on the far left to be transported back to the World Map.

MULTIPLAYER TIP!

HOLYGA

This battle is a great place for multiplayer help. Two players can more easily create Holy magic to really let the Chimeras have it! Stack your magic rings to create powerful spells like Holyga!

MONSTER DROP TABLES

AMENBO

Common Materials Jellyfish Bonbon

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A	White Dust	20%	Green Fay Dust	20%	Thunder Orb	50%	Time Orb	50%
H V	A	White Dust	30%	Oak Branch	30%	Tree Branch	30%	Thunder Orb	50%

CHIMERA

Common Materials Yellow Feather, Feline Spirit, Chimera Blood

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	G	Silver	75%	Silver Shard	75%	Time Orb	75%	90 Gil	100%
	G	Scratch Cards 10-03	80%	Silver	75%	Silver Shard	75%	Time Orb	75%
H V	G	Mythril	75%	Mythril Shard	75%	Time Orb	50%	300(600) Gil	100%
	G	Scratch Cards 10-03	80%	Mythril	75%	Mythril Shard	75%	Time Orb	50%

FIRE ELEMENTAL

Common Materials Element Gem, Red Stone, Red Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C D	Red Fay Dust	20%	Red Stone	20%	Fire Orb	50%	Cherry Cluster	100%
H V	B C D	Magic Stone	30%	Red Fay Dust	30%	Red Stone	30%	Fire Orb	100%

GRAPPLER GOLEM

Common Materials Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D E F	Stun Orb	50%	Time Orb	50%	Dark Orb	50%	70 Gil	20%
H V	D E F	Stun Orb	30%	Time Orb	50%	Dark Orb	50%	300(600) Gil	20%

HAMMER GOBLIN

Common Materials Silver, Silver Shard, Dark Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B D F	Silver Shard	20%	Red Stone	20%	Stun Orb	50%	70 Gil	20%
H V	B D F	Silver Shard	30%	Mythril Shard	30%	Stun Orb	50%	300(600) Gil	20%

ICE ELEMENTAL

Common Materials Element Gem, Blue Stone, Blue Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C D	Blue Stone	20%	Blue Fay Dust	20%	Ice Orb	50%	Rainbow Grapes	100%
H V	B C D	Blue Stone	30%	Magic Stone	30%	Blue Fay Dust	30%	Ice Orb	50%

SAHAGIN

Common Materials Sahagin Fin, Blue Stone, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A C	Blue Stone	20%	Blue Fay Dust	20%	Ice Orb	50%	70 Gil	20%
H V	A C	Blue Stone	30%	Blue Fay Dust	30%	Ice Orb	50%	300(600) Gil	20%

SKELETON

Common Materials Skull, White Dust, Bone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C F	Silver Shard	20%	Red Stone	20%	Stun Orb	50%	Dark Orb	50%
H V	B C F	Dark Dust	30%	Silver Shard	30%	Iron Shard	30%	Stun Orb	50%

THUNDER ELEMENTAL

Common Materials Yellow Stone, Element Gem, Yellow Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C D	Yellow Stone	20%	Yellow Fay Dust	20%	Thunder Orb	50%	Striped Apple	100%
H V	B C D	Yellow Stone	30%	Magic Stone	30%	Yellow Fay Dust	30%	Thunder Orb	50%

CHEST DROP TABLE

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	70 Gil	100%	Gourd Potato	34%	Star Carrot	33%	Round Corn	33%
		N H V	300(600) Gil	100%	Gourd Potato	34%	Star Carrot	33%	Round Corn	33%
	2	N H V	Silver Shard	75%	Silver	50%	70 Gil	100%	—	—
		N H V	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
	3	N H V	Scratch Cards 04-12	100%	Scratch Cards 11-17	100%	—	—	—	—
		N H V	Scratch Cards 04-12	100%	Scratch Cards 11-17	100%	Scratch Cards 16-10	80%	—	—
	4	N H V	HP Drops	100%	—	—	—	—	—	—
	5	N H V	Anti-Stun Drops	100%	—	—	—	—	—	—
B	6	N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	—	—
		N H V	Silver Shard	75%	Silver	50%	300(600) Gil	100%	—	—
	7	N H V	Silver	100%	Silver Shard	100%	Silver	50%	Silver Shard	50%
		N H V	Dark Dust	100%	White Dust	100%	Dark Dust	75%	White Dust	75%
D	8	N H V	70 Gil	100%	70 Gil	100%	70 Gil	50%	70 Gil	25%
		N H V	Yew Branch	100%	Oak Branch	50%	Tree Branch	50%	—	—
E	9	N H V	20 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
		N H V	200(400) Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
	10	N H V	Scratch Cards 01-06	80%	Scratch Cards 02-02	80%	Scratch Cards 04-07	80%	—	—
		N H V	Scratch Cards 01-06	100%	Scratch Cards 02-02	100%	Scratch Cards 01-05	80%	Scratch Cards 14-10	80%
	11	N H V	MP Drops	100%	—	—	—	—	—	—
F	12	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	75%	White Dust	75%
		N H V	Iron Shard	75%	Iron	50%	300(600) Gil	100%	—	—
	13	N H V	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
		N H V	Iron Shard	100%	Iron Shard	75%	Iron	50%	Iron	25%
	14	N H V	Kung Fu Gi	50%	90 Gil	50%	—	—	—	—
		N H V	Wasp Sting	34%	Grinder	33%	Felseisen	33%	—	—
	15	N H V	Scratch Cards 10-11	80%	Scratch Cards 15-02	80%	—	—	—	—
		N H V	Scratch Cards 10-11	100%	Scratch Cards 15-02	100%	Scratch Cards 04-07	100%	Scratch Cards 11-19	80%
G	16	N H V	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
		N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	—	—
	17	N H V	Fauna Sallet	50%	90 Gil	50%	—	—	—	—
		N H V	Grafin	34%	Gemsbock	33%	Magical Book	33%	—	—

ICE AND FIRE

Now that you've made your way through the aqueducts, you still need two pieces of the Crystal Core. Head to Ice Mountain and Fire Mountain to find the remaining pieces.

ICE MOUNTAIN

ICE MOUNTAIN

BAT

STAT	N	H	V
HP	386	1386	2386
EXP	175	1842	1842

FLOATING EYE

STAT	N	H	V
HP	607	1928	3128
EXP	200	1867	1867

GRAPPLER GOLEM

STAT	N	H	V
HP	718	2233	3533
EXP	200	1857	1857

ICE BOMB

STAT	N	H	V
HP	442	1586	2686
EXP	195	1862	1862

ICE ELEMENTAL

STAT	N	H	V
HP	83	324	624
EXP	195	1862	1862

ICE FLAN

STAT	N	H	V
HP	359	1630	2830
EXP	200	1867	1867

MINI BOMB

STAT	N	H	V
HP	331	1197	2097
EXP	110	1797	1797

SAHAGIN

STAT	N	H	V
HP	552	2017	3317
EXP	195	1857	1857

SNOW MU

STAT	N	H	V
HP	386	1386	2386
EXP	185	1852	1852

SCALE TOAD — BOSS

STAT	N	H	V
HP	4840	8760	10260
EXP	0	0	0

FIRE MOUNTAIN

ADAMANTOISE

STAT	N	H	V
HP	980	3564	5364
EXP	300	2181	2181

BOMB

STAT	N	H	V
HP	512	1663	2763
EXP	255	2146	2146

COCKATRICE

STAT	N	H	V
HP	640	1698	3168
EXP	255	2146	2146

FIRE BAT

STAT	N	H	V
HP	448	1448	2448
EXP	255	2146	2146

FIRE ELEMENTAL

STAT	N	H	V
HP	96	328	628
EXP	260	2150	2150

FIRE FLAN

STAT	N	H	V
HP	416	1699	2899
EXP	255	2146	2146

GRAPPLER GOLEM

STAT	N	H	V
HP	832	2381	3691
EXP	260	2150	2150

MIMIC

STAT	N	H	V
HP	946	2821	4271
EXP	410	1971	1971

MINI BOMB

STAT	N	H	V
HP	384	1245	2145
EXP	146	2061	2061

VULCAN MU

STAT	N	H	V
HP	448	1448	2448
EXP	255	2146	2146

WALKING PLANT

STAT	N	H	V
HP	579	1843	3013
EXP	250	2142	2142

AREA A

Go to the lower right corner and use Fire magic on the Orb there to make a moveable box appear. Dispatch the Snow Mus on your way. [1] Drag this box out to the center of the ice. Light the Oil Barrel and drop it onto the ice to melt it. [2] This causes the block to drop onto the rusted switch, which opens the way to Area B. There is a **White Barrel** in the upper right corner if you need to replenish your HP or MP.

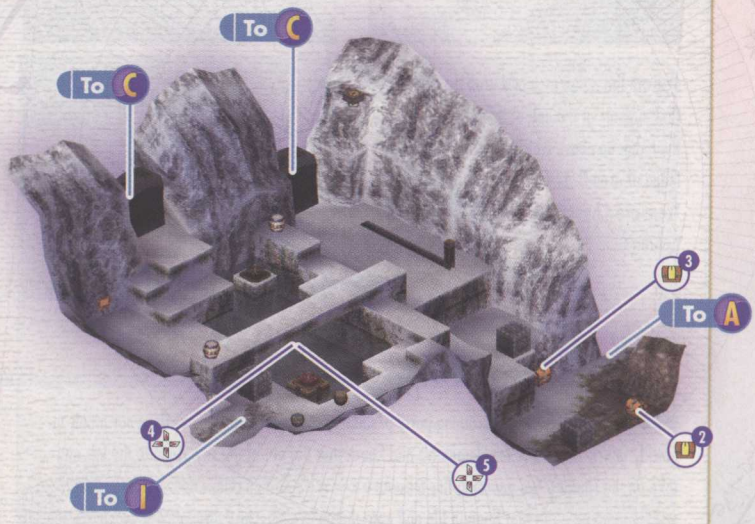
BURIED TREASURE!

Buried treasure lies at a point straight ahead from the entrance; it's on the ledge in the corner. Run your magic target over it to make it yours! [3]

AREA B

The first things you see as you enter Area B are two **Treasure Chests**, one to the left and one to the right. Once you are done collecting the contents, push the moveable box over to the ledge. [4] Now you can jump onto the ledge.

As soon as you climb up, two Bats appear. Take them out, drag the block over to the next ledge, and jump up. At the top, Snow Mus and a Floating Eye attack. Swing at the post switch to activate it, causing a pull switch to drop near the end of its track. Jump up and grab on to open the doorway to Area C. [5]



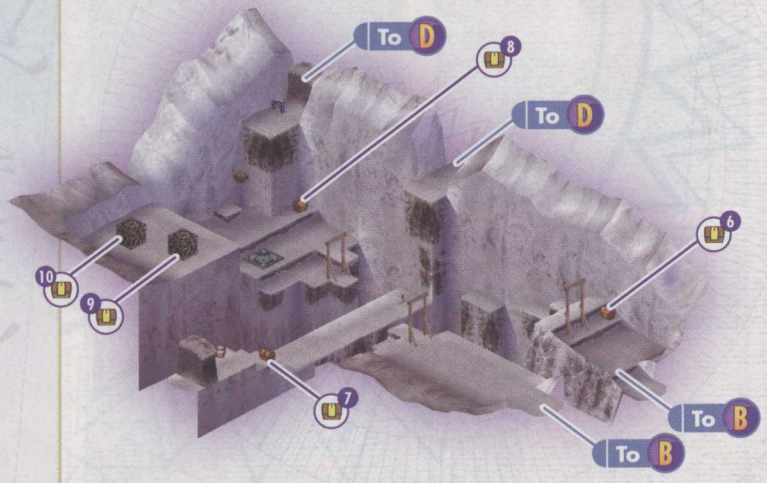
FRAGILE! 2

If you didn't pick it up on your first visit to Ice Mountain, the archeology team needs someone to carry extremely fragile vases down from Ice Mountain. If you think you are the person for the job, you can find all the details at the Quest Shoppe. [6]

BURIED TREASURE!

Check under the bridge to uncover a stash of buried treasure!

AREA C



Loot the **Treasure Chest** as you enter the area. Jump down the ledges along the right wall to reach the long ledge in the middle. [7] Once you reach it, be prepared for the Ice Bombs and Floating Eye that ambush you. When you've cleared them out, a post switch appears. Before using it, head left to grab the **Treasure Chest** and **White Barrels**. [8] It's always a good idea to keep your MP and HP maxed out!

Activate the post switch and grab the pull switch that appears at the end of its track to reach the ledge up above which leads to an isolated ledge of Area D. [9] Once inside, raid the two **Treasure Chests** for their **Jewels** and return to Area C.

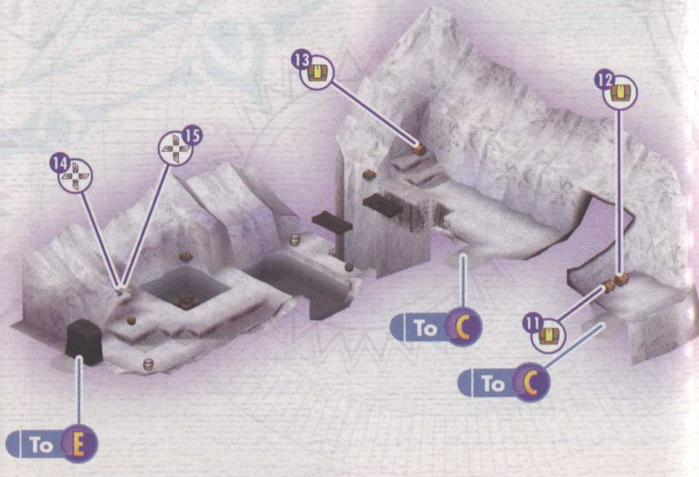
Jump to the left to reach the far side of this area. [10] Once there, be ready to take on some serious opposition in the form of Ice Bombs, Ice Flans, and a Floating Eye. Once you've cleared these out, grab the **Treasure Chest**. Next, pick up the **Keystone**, jump up, and place it on top of the pull switch. [11] Grasp the pull switch and ride it up to the ledge. Leap onto the ledge, quickly turn around, and get the **Keystone** before the pull switch goes back down. [12] Toss the **Keystone** in the **Key Pedestal** to open the way to Area D.

TREASURE HUNT 2

Before riding the pull switch up, speak to the moogle to unlock "Treasure Hunt 2" at the Quest Shoppe!

AREA D

When you enter Area D, a welcoming party of monsters is there to greet you! Use your magic to quickly get rid of the two Ice Elementals and knock that Bat out of the sky. Head to the left and take on the Floating Eye guarding the **Treasure Chest**, and then collect your bounty. [13] Next, quickly jump onto the first floating tile and onto the pull switch. Once this switch is activated, you can ride it across to the second floating tile. [14] Remember: don't let your feet touch the tiles for too long; they plummet after a second if you stand on them. If you have a Selkie in your party, he/she can use a double-jump and make it across without using the pull switch.



There is a **White Barrel** to replenish your HP and MP when you make it. Use your Blizzard on the Ice Pot and toss it into the water to freeze it. Deal with the Sahagin lurking there and keep moving left. Once you cross the ice, you are greeted by a trio of Mini Bombs. [15] Get rid of them, along with their brethren who soon appear.

Once you've cleaned out the monsters, go back and grab the Ice Pot again and use it to freeze the water. Move out onto it to reach the pull switch. [16] Activating the switch reveals a post switch. Light the nearby Fire Pot with your Fire magic and drop it onto the ice to melt it. Next, grab the **Key** from the ledge and set it near the water. [17] Activate the post switch, causing the **Key Pedestal** to briefly rise out of the water. Immediately move to pick up the **Keystone**. Jump to the **Key Pedestal** and place the **Keystone** on it. [18] You only have a few seconds, so you must be quick! If you miss it, you'll have to activate the post switch again. Once the **Keystone** is safely in the stand, the doorway to Area E opens up.

BURIED TREASURE!

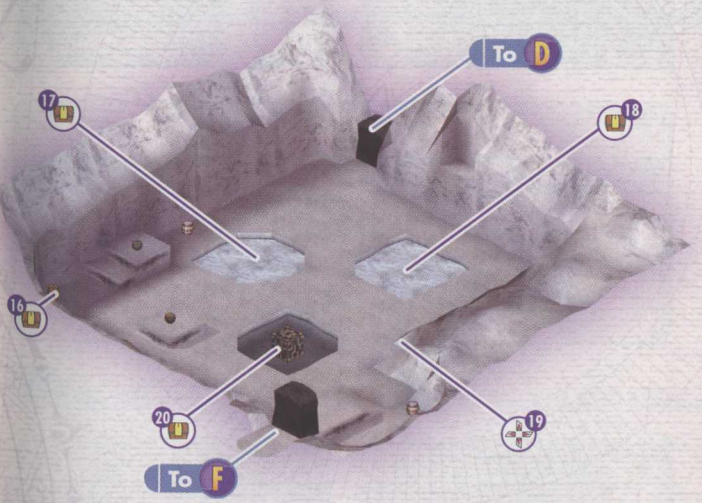
Before leaving the area, take a moment to dig up some goodies. Run your magic target ring over the ledge where the Key was originally located. Grab the buried treasure and move on!

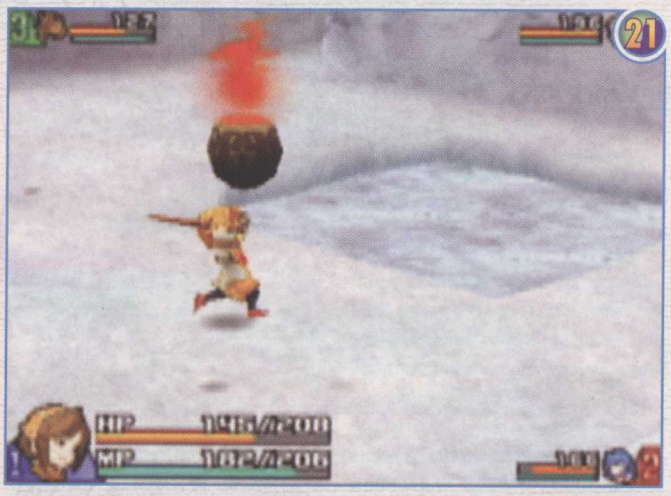
MULTIPLAYER TIP!

A HELPING HAND

Getting the Key on the stand is much simpler with another player helping out. One player can be ready with the Key while the other activates the post switch!

AREA E





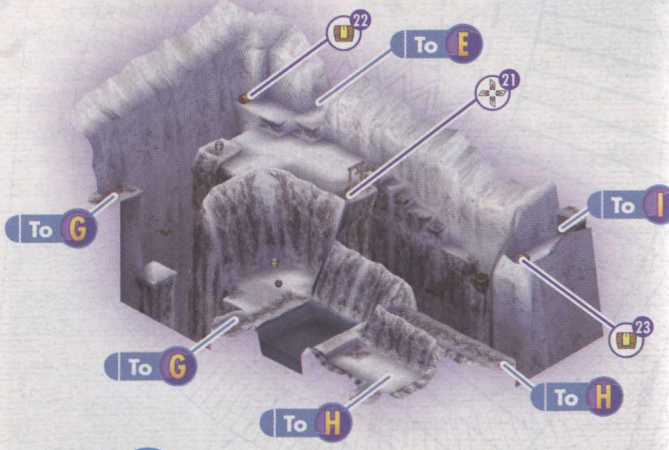
As you move through this area, several groups of Mini Bombs appear to give you trouble. Eliminate the monsters as you move around the room. Once you have gotten them all, four Grappler Golems appear! [20] If the Golems don't appear, you are missing a Mini Bomb somewhere. Take another walk around the room and keep an eye out for them. Take out the Golems, concentrating on one at a time to avoid their deadly explosions. Once you have eliminated them, grab the **Dungeon Key** they were guarding. The doorway to Area F is now open. Before leaving, though, use the Oil Barrel to melt the ice on the two small frozen ponds. Each contains a **Treasure Chest**! [21]

BURIED TREASURE!

Check for some buried treasure before heading into Area F. It's near the wall across from the doorway.

AREA F

Go to your right and acquire the contents of the **Treasure Chest**. Step down and deal with the Ice Bombs. There is a **White Barrel** to the left if you need to fill up your MP. [22] Though it may look like you're jumping to your doom, launch yourself off the cliff near the White Barrel to the left to reach a small ledge below. Jump up and grab the pull switch that's just at the upper edge of normal jumping range and ride it up to reach a doorway to Area G.



AREA G

Plunder the Treasure Chest here, but be careful not to fall off the cliff. If you do, you must make your way back to Area F before you can continue. Head back to Area F once you've collected your loot.

AREA F

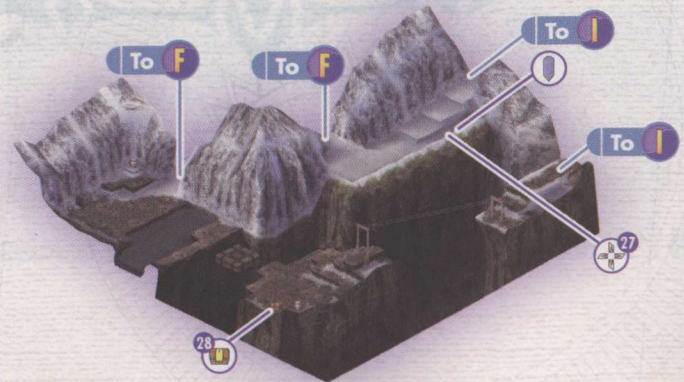
Drop onto the small ledge and ride the pull switch up once again. This time, jump to the right to reach the main part of Area F. Head towards the rope and pulley to face a Floating Eye. Once you take it out, use the steps cut into the back wall to reach the floating tile. [23] Once on it, it raises up to be level with the tile to the left. Jump from the floating tile to the rectangular tile and quickly over to the ledge. The rectangular tile begins to plummet almost as soon as you touch it, so you mus be quick. [24] Having a Selkie in your party here is advantageous, since the double-jump makes this much easier. Once you make the jump, take a moment to heal if necessary and continue down the ledge to Area H.

BURIED TREASURE!

Don't be in too much of a hurry to use the rope and pulley! The area directly beneath the rope and pulley device is hiding a buried treasure.

AREA H

As soon as you enter, Ice Flans and Ice Elementals try to ruin your day! Take out the Elementals quickly and then concentrate on the Ice Flans. [25] With the monsters out of the way, move to the right to reach the **Save Stone** before moving on to Area I [26]. Remember, touching a **Save Stone** replenishes your MP and HP, so it is always a good idea to touch them, even if you don't want to save your game.



BURIED TREASURE!

Take a second to uncover the hidden stash that's right behind the Save Stone.

Make your way up the steps, clearing out the Ice Bombs and Floating Eyes in your way. At the top, eliminate the Ice Elementals and Sahagin in the water to give yourself room to work. Note the positions of the two red floor switches beneath the water. Use Blizzard on the nearby Ice Pot and drop it into the water to freeze it. Position the moveable blocks over the red floor switches. [27] Once you have them in place, use the Fire Pot to melt the ice, dropping the blocks into place. This opens the way to the locked door for which you already have the **Dungeon Key**. [28] Use the **White Barrels** on the far side of the pond to replenish your MP and HP before going through the door into Area J.

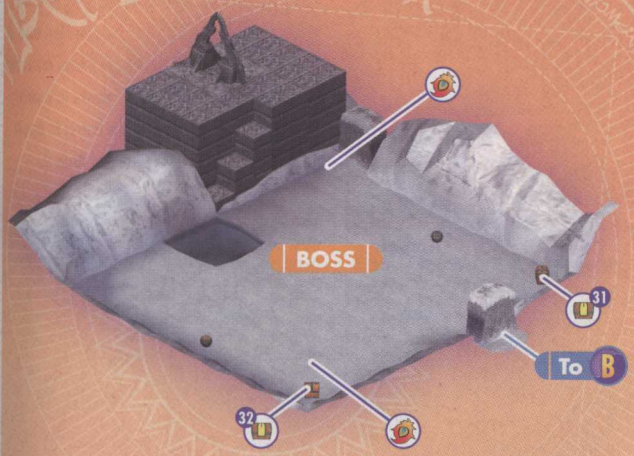
MULTIPLAYER TIP!

FIRING TOGETHER

This is a great spot for a little multiplayer help. To open the doorway to Area F revealing a Treasure Chest, you must activate all three Orbs at the same time with your Fire magic. You only have a couple of seconds to do this. Lock your rings in place, but it is much simpler with two players, and three just makes it easy. Once the Orbs have been broken, you can go through the doorway, take your Jewel, and head back into Area I to continue.

BOSS ENCOUNTER

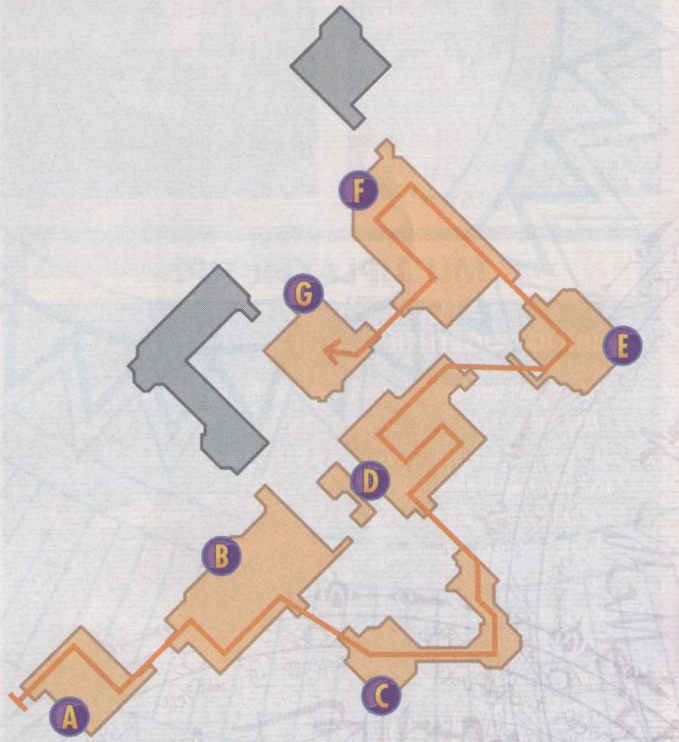
Scale Toad



The Scale Toad is one tough monster, but with a little perseverance, you can take it down. The Scale Toad has many troublesome attacks. It shoots bubbles that track and freeze the player and it slams its front "hands" down when in the pool. The Scale Toad can swipe its tongue in front of itself, clearing its front arc, or jump towards attacking players to squish them as it's getting out of the pool. [30] It also hops and slams players while out of the pool (especially while someone is standing on it) and it rarely uses its frost breath while in the pool; however, this breath freezes whoever it touches.

Like all the bosses so far, this one has a weak spot. However, it's on its belly, so you must get it to flip over in order to expose it. The Scale Toad begins the battle in a small pond at the far end of the area. The best strategy is to stay as far away from it as possible while it is out of the water. Once it's back in the pond, use Blizzard on the nearby Ice Pot and drop it into the pond to freeze the water. [31] When you do this, the monster flops onto its back, exposing the diamond on its underside. Jump on it and give it all you've got to inflict plenty of damage. [32] Regular attacks don't do much damage, so concentrate on keeping yourself alive until you can force the boss out of the pond and flip it over.

FIRE MOUNTAIN

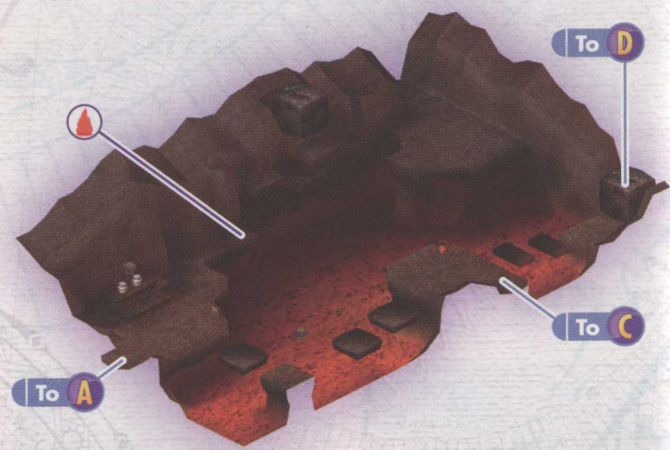


AREA A

A not-so-friendly Cockatrice is here to greet you as soon as you enter the area. Knock his feathers off and follow the path up the left-hand side of the room to take on the Bomb and Fire Bat there. [33] Cross the bridge over the lava and take on the Walking Plant on the other side. Once you vanquish this troublesome weed, an Oil Barrel appears near the entrance. Drop down and snatch it off the floating plank. You have to be quick! Once your weight hits the board, it quickly sinks into the lava. Place the barrel in front of the blocked area in the lower right, light it with your Fire magic, and collect the treasure inside! [34]

Cross back over the lava and go back over the bridge. Once there, turn left and jump onto the wooden plank holding a Water Jar. Like the plank below, this one sinks almost as soon as you touch it, so grab the barrel and jump back as quickly as you can. [35] Place the Water Jar near the fire and attack it to douse the flames! The way is now open to Area B.

AREA B



Take out the Grappler Golem that advances to attack you, as well as the Vulcan Mu that appears near the two **White Barrels** to the left. Jump up and grab the pull switch here to raise a stone to the right. Before heading right, continue to the left to take on a Mimic masquerading as an innocent treasure chest. [36] Once you've claimed its loot as your own, head to the right and jump across the stones. Take down the Fire Elemental here. Then jump up, grab the pull switch, and ride it across until you can drop onto the next floating stone. [37] Hop up onto the ledge and be ready for a Fire Flan and a group of Mini Bombs. Grab the Oil Barrel once the coast is clear. Head down to the planks to reach the blocked doorway and use the barrel to open the portal into an isolated section of Area D.

AREA D

Collect your spoils from these two Treasure Chests before returning to Area B.

BURIED TREASURE!

Grab the secret loot hidden in front of the Treasure Chests. It'd be a shame to miss out on it.

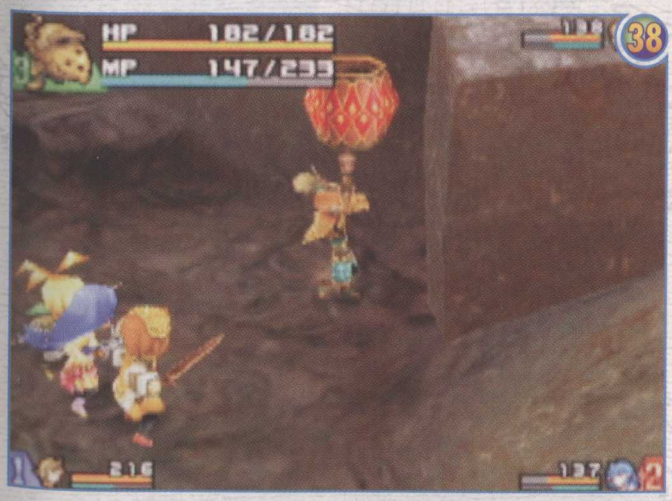
AREA B

Jump back up the planks, being careful to not step on them for too long. Clear out the Fire Flan and Mini Bombs here once again and head through the doorway into Area C.

AREA C

A Grappler Golem moves to attack as soon as you enter Area G. Eliminate it and do the same for the next one, which appears as you approach the center of the room. A Cockatrice to the right of the door is spoiling for a fight as well. Once you've dealt with these foes, an Oil Barrel appears near the center of the room. Pick it up and place it next to the stone blocking the passageway on the right to clear the way. [38]

As soon as the stone is removed, you are met with a rolling lava rock! Do your best to dodge it and make your way up the path past Vulcan Mus and a Walking Plant to reach Area D.



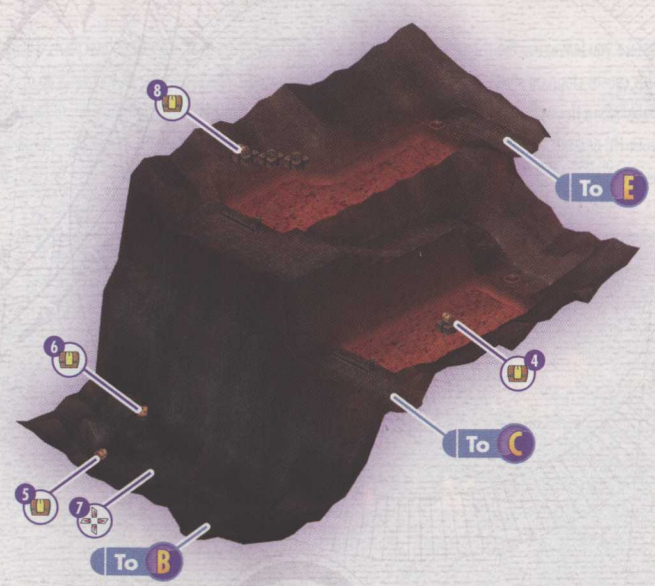
Before you leave this area, grab the **Urn** and the Water Jar and take them over to the Blue Plate. Toss the Urn onto the Plate and quickly grab the Water Jar and jump onto the Urn and ride it up. Use the Water Jar to douse the flames on the ledge to reveal a Treasure Chest.

BURIED TREASURE!

Before exiting to Area H, take the buried treasure along the right-hand wall. [39]

AREA D

Getting through this area requires you to be quick on the draw! Activate the post switch to cause several rock plates to slide out of the left-hand wall. Jump across these to reach the floating tile with a **Treasure Chest**. [40] Collect your loot and wait there. Use another character to activate the post switch again. As soon as it activates, switch to the character by the **Treasure Chest** and use it to jump the rest of the way across before the rock plates slide back into the wall. Watch out for the Fire Bat near the post switch and the Mini Bombs on the far side. [41] Stepping on the red floor switch holds the sliding plates out so your party can run across to you.



Head up the steps and past the Grappler Golem to reach another post switch guarded by a Fire Flan. Once the creature is out of your way, activate the switch and be ready for the plates to slide out, just as they did below. [42] Run across and jump onto the floating tiles. Watch out for the Fire Bat!

Jump from tile to tile to reach the **Treasure Chest** on the topmost one. [43] Jump back down to the first tile, and switch to a character who is still near the post switch. Activate the switch again and quickly switch back to the waiting character. Jump across the sliding rock plates as you did before to reach the far side.

A Bit of Time

It's possible to buy yourself a bit more time in this little platforming puzzle. Repeatedly hit the post switch until the plates are completely out. This will provide a few more seconds to make it across!

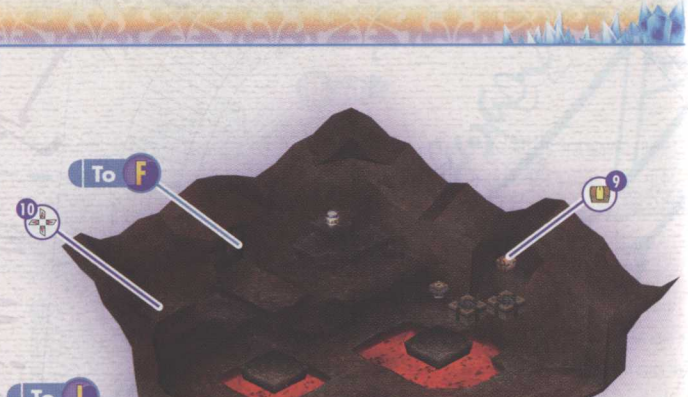
MULTIPLAYER TIP!

MAKE A RUN FOR IT

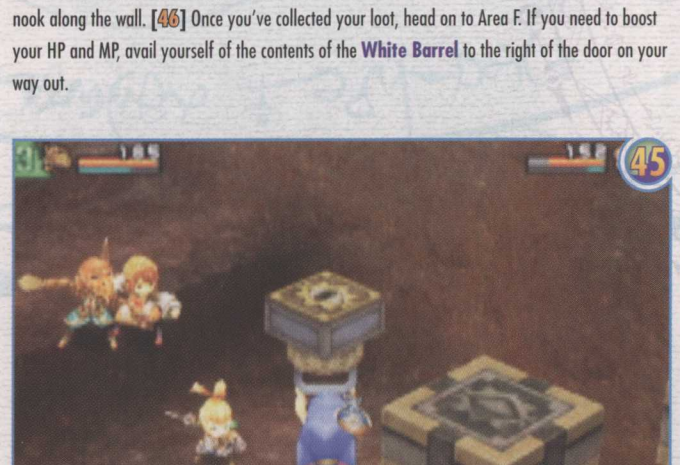
With two or more players, this area is much easier to traverse. Someone can actively hit the post switch while another player moves to grab the treasure and makes it to the other side. If you find that you are having trouble, conscript a friend for some quick help.

AREA E

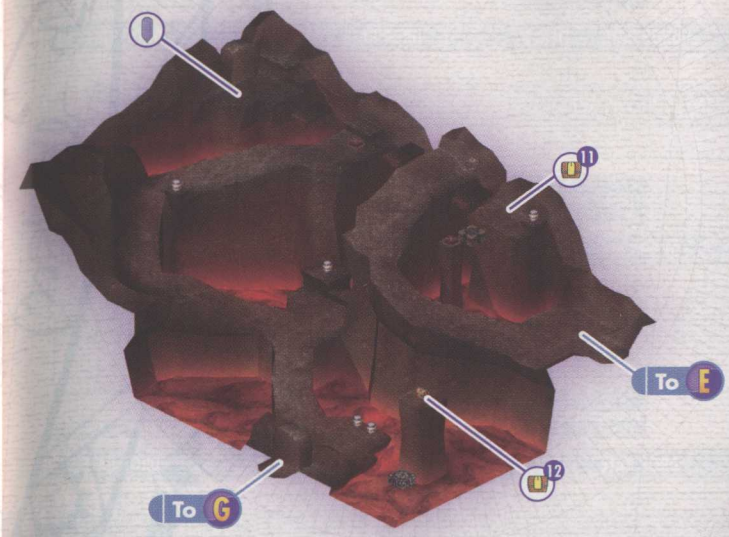
If your trip through Area D depleted your HP and MP, there is a **White Barrel** as soon as you enter Area E. Make your way around the area, defeating the Fire Bats and the Adamantoise. Once you get them all, an Oil Barrel appears in the center. Pick it up and carry it to the blocked exit on the left. Light it up with your Fire magic to open the way to Area F. [44]



Before you leave, use the rising stone to grab the pull switch hovering over one of the lava pools. [45] This causes stepping stones to appear, which you can use to reach the **Treasure Chest** stuck in a nook along the wall. [46] Once you've collected your loot, head on to Area F. If you need to boost your HP and MP, avail yourself of the contents of the **White Barrel** to the right of the door on your way out.



AREA F



Watch out for the falling lava rocks and make your way up the path, stopping to beat up the Cockatrice and Fire Bat in your way. Head to the right and jump across the floating plank. A **White Barrel** is there if you need it. Jump across to the tile and onto the red switch. [47] Once you are on the red switch, go to the very edge of it and bring your party to you. Jump up and, when the tile comes down, jump onto it. At least one of your party members should step onto the red switch. If not, you can move them to do so. This raises the tile so that you can reach the pull switch, causing a **Treasure Chest** to appear. [48] Release the switch and jump back onto the ledge to open the chest and claim your **Jewel**.

Proceed to the left, jumping across the chasms, until you reach the red floor switch. [49] It opens the door to Area G. Continue left to reach a **Save Stone**. Once you've saved your game, head back to the red switch and follow the path downward, past Grappler Golems, a Cockatrice, Mini Bombs, and a Walking Plant that all try to stop you. Watch out for the falling lava rocks as you make your way to Area G. There are a couple of **White Barrels** on your way down the path if you need to replenish your HP and MP.

AREA G

This room contains three of the fearsome Adamantoise. [50] These heavily armored monsters rely on their tough shells to stave off damage. Take them on one at a time to eliminate them with as little damage to yourself as you can manage. They don't move particularly quickly, so back off when you need to and keep yourself healed up. This fight can be rough. Don't position yourself between the creatures; you don't want to take damage from more than one at a time. Once you've vanquished them all, the Crystal Core Fragment appears.

BURIED TREASURE!

Snag the buried treasure along the right-hand wall before clearing the room!

Take the three fragments you found back to Eryll in the forest to learn about your past! Afterwards, speak to Waltrill in the village to obtain the **Key to the Library**. [52] Once you have it, return to town to see if you can find any clues to your next destination in the library.

MONSTER DROP TABLES Ice Mountain

BAT

Common Materials Odd Angled Eye, White Dust, Magic Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B D G	White Dust	20%	Magic Stone	20%	Ice Orb	50%	Time Orb	50%
H V	B D G	Dark Dust	30%	White Dust	30%	Ice Orb	50%	Time Orb	50%

FLOATING EYE

Common Materials Big One-Eye, Silver Shard, One-Eye Wing

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C D F I	Silver Shard	20%	Iron Shard	20%	Time Orb	25%	80 Gil	20%
H V	B C D F I	Yellow Stone	30%	Mythril Shard	30%	Time Orb	50%	320(640) Gil	20%

GRAPPLER GOLEM

Common Materials Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	E J	Silver Shard	20%	Stun Orb	25%	Dark Orb	50%	80 Gil	20%
H V	E J	Mythril Shard	30%	Stun Orb	50%	Dark Orb	50%	320(640) Gil	20%

ICE BOMB

Common Materials Blue Stone, Bomb's Soul, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C F G I	Blue Stone	20%	Red Stone	20%	Ice Orb	50%	80 Gil	20%
H V	C F G I	Blue Stone	30%	Red Stone	30%	Ice Orb	50%	Time Orb	50%
N H V	C	Scratch Cards 10-14	80%	Scratch Cards 10-01	80%	—	—	—	—

ICE ELEMENTAL

Common Materials Element Gem, Blue Stone, Blue Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D H I J	Blue Stone	20%	Blue Fay Dust	20%	Ice Orb	50%	Rainbow Grapes	50%
H V	D H I J	Blue Stone	30%	Blue Fay Dust	30%	Ice Orb	50%	Rainbow Grapes	50%

ICE FLAN

Common Materials Flan Goop, Blue Stone, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C H I	Blue Stone	20%	Red Stone	20%	Ice Orb	50%	Rainbow Grapes	50%
H V	C H I	Blue Stone	30%	Red Stone	30%	Ice Orb	50%	Rainbow Grapes	50%

MINI BOMB

Common Materials White Dust, Grain of Light, Little Thorn

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D E	Blue Fay Dust	20%	Red Fay Dust	20%	Yellow Fay Dust	20%	Green Fay Dust	20%
H V	D E	Blue Fay Dust	30%	Red Fay Dust	30%	Yellow Fay Dust	30%	Green Fay Dust	30%

SAHAGIN

Common Materials Sahagin Fin, Blue Stone, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D I	Silver Shard	20%	Blue Stone	20%	Blue Fay Dust	20%	80 Gil	20%
H V	D I	Gold Shard	30%	Blue Stone	30%	Blue Fay Dust	30%	320(640) Gil	20%

SNOW MU

Common Materials Oak Branch, Mu Fur, Mu Nose

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A B G H	Mu Fur	20%	Red Fay Dust	20%	Ice Orb	50%	Stun Orb	25%
H V	A B G H	Yew Branch	30%	Mu Fu	30%	Ice Orb	50%	Stun Orb	50%

SCALE TOAD

Common Materials Giant Toad Meat, Giant Toad Tongue

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Glacia Soul	10%	Giant Toad Meat	50%	Giant Toad Tongue	50%	—	—
	2	Silver	100%	Silver Shard	100%	Silver	50%	Silver Shard	50%
	3	Silver	100%	Blue Stone	100%	Silver	50%	Red Stone	50%
	4	Blue Fay Dust	100%	Blue Fay Dust	100%	Red Fay Dust	50%	Red Fay Dust	50%
	5	Sei Gem	31%	Ki Gem	24%	100 Gil	24%	100 Gil	21%
	6	100 Gil	100%	100 Gil	100%	100 Gil	100%	100 Gil	100%
H V	1	Glacia Soul	20%	Giant Toad Meat	50%	Giant Toad Tongue	50%	—	—
	2	White Silver	100%	Mythril Shard	100%	Gold	50%	Mythril	50%
	3	Yew Branch	100%	Mythril	100%	Mythril Shard	50%	Steel	50%
	4	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Orb	50%	Red Orb	50%
	5	Sui Gem	32%	Ko Gem	27%	Ran Gem	23%	Haku Gem	18%
	6	370(740) Gil	100%	370(740) Gil	100%	370(740) Gil	100%	370(740) Gil	100%

MONSTER DROP TABLES Fire Mountain

ADAMANTOISE

Common Materials Adaman Shell, Adaman Tusk, Silver

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	E G	Adaman Shell	20%	Adaman Tusk	20%	Silver	20%	100 Gil	75%
	G	100 Gil	100%	Sei Gem	34%	Ki Gem	33%	Adaman Tusk	33%
H V	E G	Adaman Shell	20%	Adaman Tusk	20%	Mythril	20%	390(780) Gil	20%

BOMB

Common Materials Blue Stone, Bomb's Soul, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A F	Blue Stone	20%	Red Stone	20%	Fire Orb	50%	90 Gil	20%
H V	A D F	Blue Stone	20%	Red Stone	20%	Fire Orb	50%	340(680) Gil	20%

COCKATRICE

Common Materials Cockatrice Feather, Cockatrice Scale, Green Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A C F	Silver Shard	20%	Green Fay Dust	20%	Thunder Orb	50%	Fire Orb	50%
H V	A C F	Silver Shard	20%	Green Fay Dust	20%	Thunder Orb	50%	Stun Orb	50%

FIRE BAT

Common Materials Dark Dust, Odd Angled Eye, Red Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	A D E F	Dark Dust	20%	White Dust	20%	Time Orb	50%	Fire Orb	50%

FIRE ELEMENTAL

Common Materials Element Gem, Red Fay Dust, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	B D	Red Fay Dust	20%	Red Stone	20%	Flame Orb	50%	Cherry Cluster	50%

FIRE FLAN

Common Materials Flan Goop, Blue Stone, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	B D F	Blue Stone	20%	Flame Fungus	15%	Red Stone	20%	Fire Orb	50%

GRAPPLER GOLEM

Common Materials Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C F	Silver Shard	20%	Stun Orb	50%	Stun Orb	50%	90 Gil	20%
	D	Scratch Cards 10-07	75%	Silver Shard	20%	Stun Orb	50%	Dark Orb	50%
H V	B C F	Steel	30%	Mythril Shard	20%	Stun Orb	50%	340(680) Gil	20%
	D	Scratch Cards 10-07	50%	Steel	30%	Mythril Shard	20%	Stun Orb	50%

MIMIC

Common Materials Mimic Talon, Mimic Slough, Mu Parchment

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	B	Ki Gem	42%	Fruity Nugget	29%	Vegetarium	29%	—	—

MINI BOMB

Common Materials White Dust, Grain of Light, Little Thorn

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	B D F	Dark Dust	20%	White Dust	20%	Red Fay Dust	20%	Green Fay Dust	20%

VULCAN MU

Common Materials Tree Branch, Mu Fur, Mu Nose

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C	Oak Branch	20%	Tree Branch	20%	Mu Fur	20%	Fire Orb	50%
H V	B C F	Oak Branch	20%	Tree Branch	20%	Mu Fur	20%	Fire Orb	50%

WALKING PLANT

Common Materials Oak Branch, Sturdy Vine, Unknown Seed

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A C F	Oak Branch	20%	Tree Branch	20%	Fire Orb	50%	90 Gil	20%
H V	A C F	Oak Branch	20%	Tree Branch	20%	Time Orb	50%	340(680) Gil	20%

CHEST DROP TABLES Ice Mountain

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	Scratch Cards 02-04	80%	Scratch Cards 11-16	80%	Scratch Cards 15-03	80%	—	—
		N H V	Scratch Cards 02-04	100%	Scratch Cards 11-16	100%	Scratch Cards 15-03	100%	Scratch Cards 12-16	80%
B	2	N H V	Oak Branch	100%	Oak Branch	100%	Oak Branch	50%	Oak Branch	50%
		N H V	Moogle Plant	100%	Moogle Plant	50%	Moogle Plant	50%	Moogle Plant	50%
	3	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
		N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	—	—
	4	N H V	Scratch Cards 06-08	80%	Scratch Cards 11-03	80%	—	—	—	—
		N H V	Scratch Cards 06-08	100%	Scratch Cards 11-03	100%	—	—	—	—
	5	N H V	Ice Drops	25%	—	—	—	—	—	—
C	6	N H V	Silver Shard	100%	Iron Shard	75%	Iron	50%	Iron	25%
		N H V	270(540) Gil	100%	270(540) Gil	100%	270(540) Gil	50%	270(540) Gil	75%
	7	N H V	Silver	100%	Silver Shard	100%	Silver	50%	Silver Shard	50%
		N H V	320(640) Gil	100%	Gold Shard	75%	Gold	25%	—	—
	8	N H V	40 Gil	100%	40 Gil	100%	40 Gil	50%	40 Gil	25%
		N H V	240(480) Gil	100%	240(480) Gil	100%	240(480) Gil	50%	240(480) Gil	25%
	9	N H V	Fruity Nugget	35%	Vegetarium	35%	Ki Gem	30%	—	—
		N H V	Anti-Freeze Stone 3	34%	Anti-Freeze Stone 2	35%	Anti-Freeze Stone 1	50%	—	—
	10	N H V	Ice Drops	25%	—	—	—	—	—	—
D	11	N H V	Fire Stone 1	34%	Ice Stone 1	33%	Thunder Stone 1	33%	—	—
		N H V	Ice Stone 3	34%	Ice Stone 1	33%	Ice Stone 2	33%	—	—
	12	N H V	Might Malachite	50%	Hard Garnet	50%	—	—	—	—
		N H V	Fiend's Harness	34%	Blue Novice Habit	33%	370(740) Gil	33%	—	—
	13	N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	—	—
	14	N H V	Scratch Cards 06-07	80%	Scratch Cards 08-02	80%	—	—	—	—
		N H V	Scratch Cards 06-07	100%	Scratch Cards 08-02	100%	Scratch Cards 16-09	80%	—	—
	15	N H V	Anti-Ice Drops	25%	—	—	—	—	—	—
E	16	N H V	80 Gil	100%	Silver Shard	75%	Silver	50%	—	—
		N H V	Yew Branch	100%	Oak Branch	50%	Tree Branch	50%	—	—
	17	N H V	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
		N H V	Mythril Shard	100%	Mythril	50%	Mythril Shard	50%	Mythril	25%

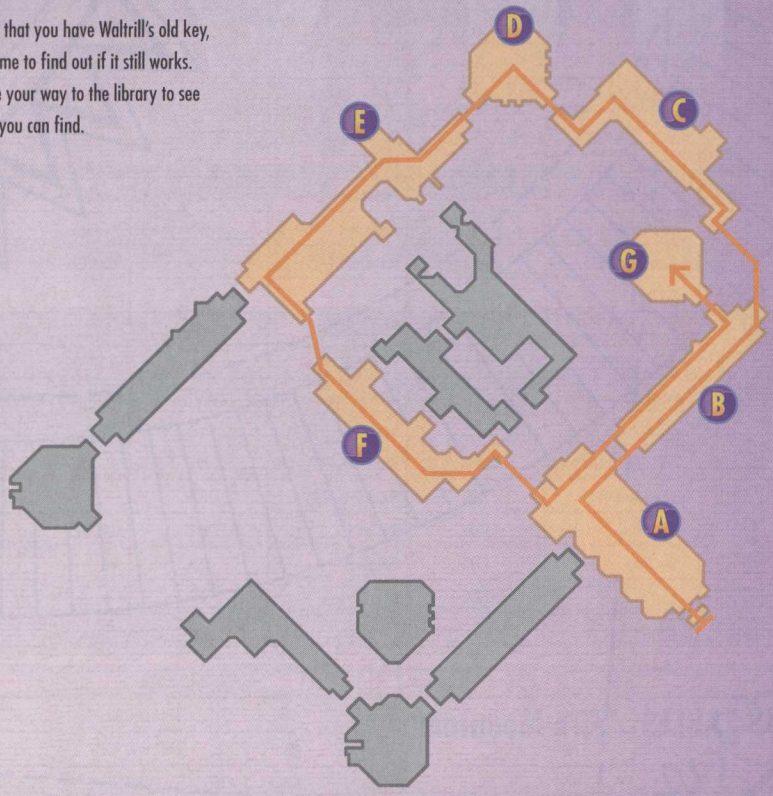
AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
E	18	N H V	80 Gil	100%	80 Gil	100%	80 Gil	50%	80 Gil	25%
		N H V	Gold Shard	100%	Gold Shard	75%	Gold	50%	Gold	25%
	19	N H V	Scratch Cards 04-08	80%	Scratch Cards 14-16	80%	—	—	—	—
		N H V	Scratch Cards 04-08	100%	Scratch Cards 14-16	100%	Scratch Cards 01-10	80%	Scratch Cards 06-09	80%
	20	N H V	Anti-Ice Drops	100%	—	—	—	—	—	—
F	21	N H V	Scratch Cards 06-05	80%	Scratch Cards 07-04	80%	—	—	—	—
		N H V	Scratch Cards 06-05	100%	Scratch Cards 07-04	100%	Scratch Cards 05-10	80%	—	—
	22	N H V	90 Gil	100%	90 Gil	100%	90 Gil	50%	90 Gil	25%
		N H V	Dark Dust	100%	White Dust	100%	Dark Dust	75%	White Dust	75%
	23	N H V	Anti-Burn Stone 1	34%	Anti-Freeze Stone 1	33%	Anti-Zap Stone 1	33%	—	—
		N H V	Fiend's Sallet	34%	Star Barrettes	33%	370(740) Gil	33%	—	—
G	24	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
		N H V	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
	25	N H V	Scratch Cards 04-05	80%	Scratch Cards 14-15	80%	—	—	—	—
		N H V	Scratch Cards 04-05	100%	Scratch Cards 14-15	100%	Scratch Cards 14-09	80%	—	—
	26	N H V	DEF Drops	100%	—	—	—	—	—	—
H	27	N H V	Scratch Cards 07-03	80%	Scratch Cards 09-04	80%	—	—	—	—
		N H V	Scratch Cards 07-03	100%	Scratch Cards 09-04	100%	—	—	—	—
	28	N H V	30 Gil	100%	30 Gil	100%	30 Gil	50%	30 Gil	25%
		N H V	Copper Shard	100%	Copper Shard	75%	Copper	50%	Copper	25%
I	29	N H V	Scratch Cards 04-13	80%	Scratch Cards 12-05	80%	—	—	—	—
		N H V	Scratch Cards 04-13	100%	Scratch Cards 12-05	100%	—	—	—	—
	30	N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	—	—
		N H V	Gold Shard	100%	Gold Shards	75%	Gold	50%	Gold	25%
J	31	N H V	Ether	100%	Ether	100%	—	—	—	—
	32	N H V	Ether	100%	Potion	100%	—	—	—	—

CHEST DROP TABLES Fire Mountain

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	Silver Shard	75%	Silver	50%	90 Gil	100%	—	—
		N H V	Mythril Shard	75%	Mythril	50%	340(680) Gil	100%	—	—
C	2	N H V	Fire Drops	25%	Scratch Cards 05-01	80%	Scratch Cards 12-01	80%	—	—
		N H V	Fire Drops	25%	Scratch Cards 05-01	100%	Scratch Cards 12-01	100%	—	—
	3	N H V	ATK Drops	100%	—	—	—	—	—	—
D	4	N H V	Fire Stone 1	34%	Ice Stone 1	33%	Thunder Stone 1	33%	—	—
		N H V	Fire Stone 1	48%	Fire Stone 2	33%	Fire Stone 3	19%	—	—
	5	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
		N H V	Mythril Shard	100%	Mythril Shard	75%	Mythril	50%	Mythril	25%
	6	N H V	Red Fay Dust	100%	Blue Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
		N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	—	—
	7	N H V	Scratch Cards 01-01	80%	Scratch Cards 15-04	80%	—	—	—	—
		N H V	Scratch Cards 01-01	100%	Scratch Cards 15-04	100%	Scratch Cards 06-10	80%	Scratch Cards 11-14	80%
	8	N H V	Anti-Fire Drops	100%	—	—	—	—	—	—
E	9	N H V	Mu Parchment	100%	Mu Parchment	50%	—	—	—	—
	10	N H V	Scratch Cards 04-09	80%	Scratch Cards 04-14	80%	—	—	—	—
		N H V	Scratch Cards 04-09	100%	Scratch Cards 04-14	100%	Scratch Cards 12-10	80%	—	—
F	11	N H V	Ki Gem	42%	Fruity Nugget	29%	Vegetarium	29%	—	—
		N H V	Gargoyle Masher	34%	Legendary Sword	33%	Hyacinth	33%	—	—
	12	N H V	Fire Drops	100%	—	—	—	—	—	—
G	13	N H V	Anti-Fire Drops	25%	Scratch Cards 07-08	80%	Scratch Cards 13-16	80%	—	—
		N H V	Anti-Fire Drops	25%	Scratch Cards 07-08	100%	Scratch Cards 13-16	100%	Scratch Cards 07-09	80%

BOOK LEARNING

Now that you have Waltrill's old key, it's time to find out if it still works. Make your way to the library to see what you can find.



BOLT GOLEM

STAT	N	H	V
HP	946	2432	3682
EXP	435	2797	2797

CHIMERA

STAT	N	H	V
HP	1092	2803	4143
EXP	430	2794	2794

GOBLIN LORD

STAT	N	H	V
HP	728	2246	3546
EXP	400	2772	2772

LIZARDMAN

STAT	N	H	V
HP	874	2529	2879
EXP	430	2794	2794

MAGIC POT

STAT	N	H	V
HP	728	2263	3579
EXP	400	2772	2772

MIMIC

STAT	N	H	V
HP	946	1135	2821
EXP	410	2780	2780

MINI MOVER

STAT	N	H	V
HP	364	1091	1891
EXP	165	2604	2604

NEEDLE TURTLE

STAT	N	H	V
HP	655	1936	3106
EXP	400	2772	2772

SKELETON

STAT	N	H	V
HP	801	2323	3613
EXP	390	2765	2765

LIBROARIAN BOSS

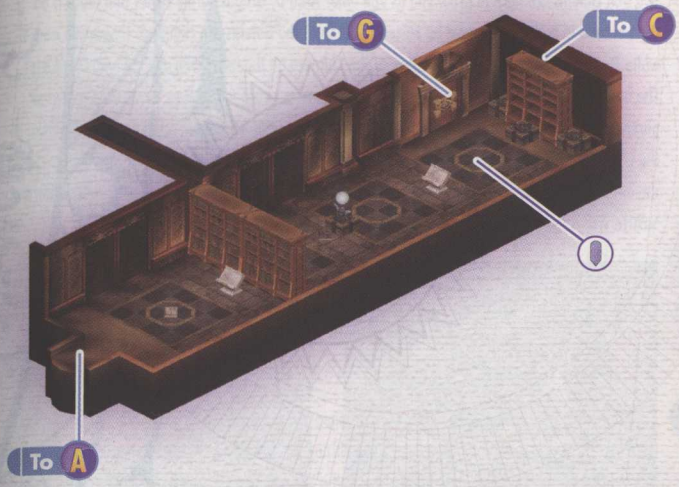
STAT	N	H	V
HP	6300	10,950	124,507,560
EXP	0	0	0

THE LIBRARY

AREA A

Several Mini Movers come out to attack as you enter the library. Clear them out and head to the right doorway at the back of the room to reach Area B.

AREA B

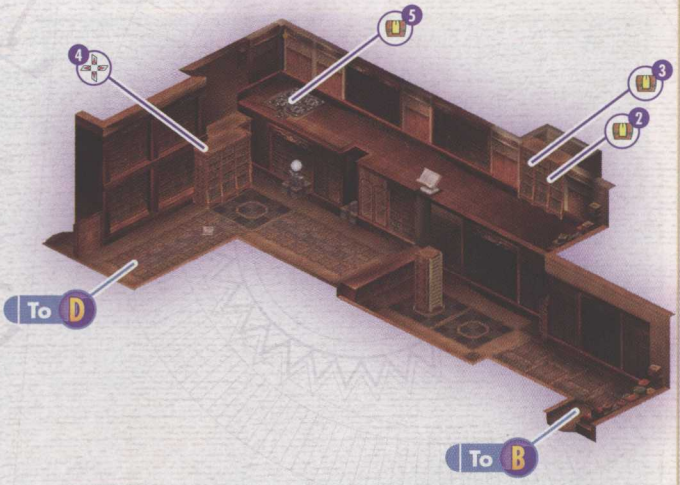


Move toward the white **Book** on the floor. As you do, a Goblin Lord appears! Take it out, coming at it from behind and using Charge Attacks when possible to get past its Guard. A post switch appears once you finish it off. [1] Activating the switch lowers a White Orb on the other side of the bookcase. Quickly pick up the **Book** and toss it onto the **Lectern**. Use your magic target ring to send the **Book's** magic to the White Orb. [2] When the Orb breaks, the bookcase slides aside, allowing you to pass.

Move into this section of the room, but watch out for the two Skeletons that appear! Grab the purple **Book** and carry it forward to the **Lectern**. [3] As you saw during the your first visit to the library, this sends a powerful burst of magic to a nearby monster, dealing a solid amount of damage. This is a great help against any foe, but especially against tougher creatures. Once you get rid of the Skeletons, the blocks holding the empty bookshelf in place move. Go to the end of the room and drag this bookcase back, opening up the way to Area C. [4]

AREA C

A Lizardman springs out almost immediately! Remember that his spikes hurt, so don't use any stomping attacks. Proceed and take out another scaly Lizardman. Once the area is clear, grab the ladder and push it to the wall. [5] Climb it to the upper level where you'll find a Bolt Golem. Once it is out of the way, continue to the left, dealing with a second one. Remember that, like their brethren, these can explode when they reach low health, so take them down quickly! Activate the switch to start the tile to the right raising and lowering. [6]



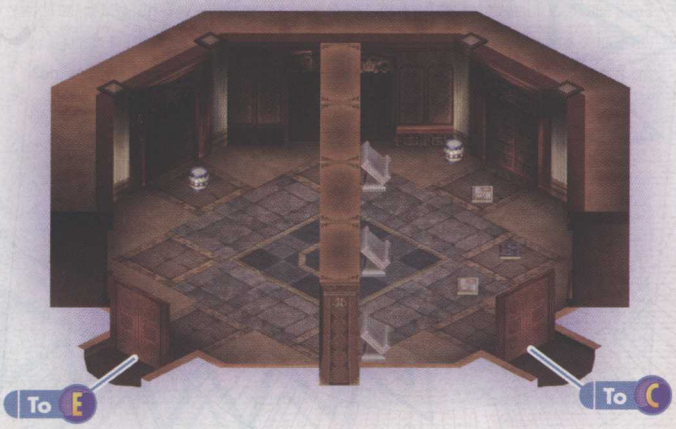
Jump down to the lower level to engage the two Needle Turtles. Once you've cleared the way, pick up the white **Book** and carry it over to the tile that is going up and down. [7] Hop onto the tile while carrying the **Book** and ride it up to the upper level, leaping off and placing the **Book** on the upper level. Jump back down and drag the bookcase directly in front of the moving tile, creating a bridge between the upper level and the White Orb floating nearby. [8]

Go to your right and climb the ladder to reach the upper level. Pick up the **Book** and throw it onto the **Lectern**. Quickly move over to the top of the bookcase, using your magic target to get the **Book's** magic to follow you to the White Orb. [9] The magic won't make it over to you unless it crosses the moving tile at the right time, so it can be a bit difficult. If you don't succeed at first, just start the process again. Once you activate the Orb, a Magic Pot appears below. Take it down, capturing the **Book** you need. Place it on the **Lectern** to open the way to Area D.

BURIED TREASURE!

Before dropping down to move the bookcase, walk across it to reach the bookcase next to it. Use your magic target ring to uncover a hidden cache on the far edge of the bookcase.

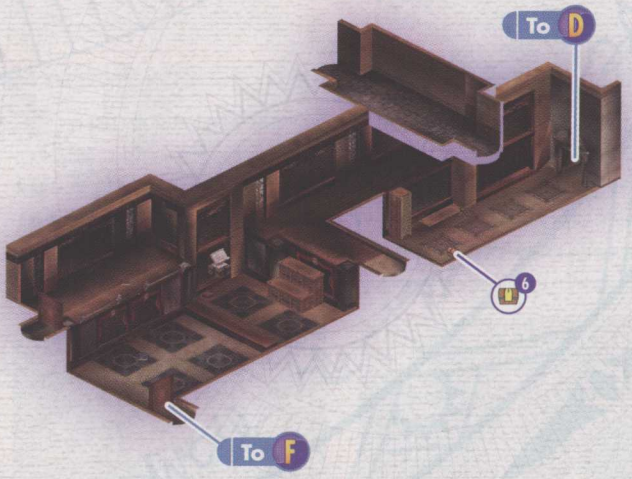
AREA D



Two Bolt Golems are here to greet you as you enter Area D. Grab a purple **Book** and place it on the **Lectern** to make this fight a bit easier. [10] Once the Golems are clear, use the purple and white **Books** to deliver destructive magic to the Chimera on the other side of the bookcase. [11] The book magic follows your magic target rings. Chimeras are weak to Holy magic, so have your party cast this as well to put an end to the Chimera. Keep yourself healed up and stay away from the Chimera's magic. Once you defeat the creature, the bookcase slides down, allowing you to access the other side of the room, which holds a **Dungeon Key**. Take full advantage of the loot within the **White Barrels** before moving on.

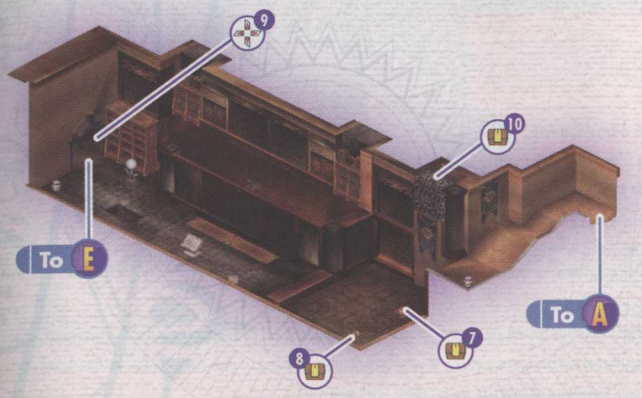
AREA E

Upon entering Area E, you must deal with a vicious Magic Pot. Once you are finished, grab the **Treasure Chest** in the corner and haul the ladder over on top of the bookcase that has been pushed into the floor. [12] Stand on the bookcase next to the ladder and activate the switch. Drag the ladder off the bookcase once it reaches the upper level. Clear out the Lizardmen who try to stand in your way. When the coast is clear, pull the ladder over to the left-hand ledge and push it off. [13] Jump down to the lower level and take out the Mini Movers that appear. Next, drag the ladder onto the red floor switch to lower a **Lectern**. [14]



Hop over the low bookcase to the left and take on the two Magic Pots here. Once you do, a **Book** appears above. Go back to the ladder and climb up and jump over to the left to reach this part of the upper level. [15] Battle the Lizardman and Needle Turtle guarding the **Book**. Grab it and jump down to the lower level again and place it on the **Lectern**, opening the door to Area F.

AREA F



Take out the Bolt Golems that appear once you begin to move into the area. Once it's clear, pick up the white **Book** and toss it onto the **Lectern**. Quickly move to the left and grab the pull switch here to lower the Orb to the path of the **Book** magic. [16] This causes one of the bookcases to the right to start raising and lowering. Ride the bookcase to the upper level and clear out the Goblin Lords. [17] Watch out for that **Treasure Chest** in the left corner; it is actually a hungry Mimic! Once the area is secure, drop back down, grip the empty bookcase near the entrance, and pull it to the left of the moving bookcase. [18] Ride the bookcase back up and activate the switch to raise the bookcase next to it, carrying the empty bookcase with it.

Grab the empty bookcase and drag it onto the upper level. Take it all the way to the right and drop it. [19] Jump down to take out the Chimera before tackling the Mimic masquerading as the middle **Treasure Chest**. Once you clear out the monsters, loot the other two chests here as well. Pull the bookcase a bit to the right so it sits roughly equidistant from the left and right walls. Go left and back up the moving bookcase. Walk right and use the bookcase you dropped as a bridge to reach the ledge on the right. [20] This leads you to the upper level of Area A.

BURIED TREASURE!

Walk out onto the empty bookcase before you move it. Look for the buried treasure hidden in the doorway arch.

AREA A

Head to the right and drop onto the floor to reach Area B. Watch out for the Mini Movers who try to get in your way! If you want to get back to the upper level after dropping down, there is a tile behind the desk that functions like an elevator.

BURIED TREASURE!

Before dropping to the lobby floor, go all the way to the end of the right-hand ledge to find a buried treasure! [21]

AREA B

Walk back through Area B to reach the **Save Stone** at the end of the room. Approach the locked door to reach Area G and face the boss!

BOSS ENCOUNTER

Libroarian

Reading these books is definitely not good for you. This vicious bookcase is ready to eat you alive! The Libroarian has a vast array of attacks with which to ruin your day. It may charge directly ahead resulting in a stun for anyone caught in the rush, and it could pounce anywhere around it which knocks back the unfortunate target. The Libroarian can throw (which knocks back) anyone standing on its head. It also casts spells like Bio, Slow, and Quake. This is a wild collection of abilities for a simple bookcase, no?

The strategy to employ is to take one of the two Books he throws at you and place it on the Lectern at the northern end of the room. The spell from the purple book will track the Libroarian directly, while the one from the white book will follow you or one of your spells. When the spell from the book hits the Libroarian, it will be stunned for about 14 seconds. Unleash your most devastating attacks once it's stunned. The Libroarian's weak spot is hidden behind the circular shield that breaks after incurring about 190 damage. [22] When the shield is gone, physical damage dealt to the unprotected weak spot is quadrupled! When a spell hits and stuns the monster, take the opportunity to throw everything you've got at the weak spot to really bring the pain! [23] When the Libroarian is not stunned, get to its sides since most of its attacks are directed toward its front.

Like the previous battle against Larkeicus, run directly through the spells towards the boss if you are at least three floor tiles away. That sets off the spell and leaves the boss open for at least a few swings. And, as long as you have no status effects on you, you shouldn't get hit with the spell.

Avoid the Libroarian's magic, as it damages you and can stun you, leaving you too vulnerable for far too long. Keep a close eye out for its magic target ring. Also, beware of its ability to cast Bio and be ready to use Clear to remove the status ailment quickly. It is extremely important that you keep your health up throughout the fight so you don't find yourself KO'd by a few lucky attacks. Once you defeat the Libroarian, collect your Crystal Core fragment. Return it to the forest and speak with Eryll.

MONSTER DROP TABLES

BOLT GOLEM

Common Materials Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C F G	Stun Orb	50%	Time Orb	50%	Dark Orb	50%	100 Gil	20%
H V	C F G	Stun Orb	30%	Time Orb	50%	Dark Orb	50%	360(720) Gil	20%
N H V	D	Ether	100%	—	—	—	—	—	—

CHIMERA

Common Materials Yellow Feather, Feline Spirit, Chimera Blood

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	F	Gold Shard	20%	Magic Stone	20%	Time Orb	50%	100 Gil	20%
H V	F	Yellow Feather	20%	Mythril Shard	20%	Time Orb	50%	360(720) Gil	20%
N H V	D	—	—	—	—	—	—	—	—

GOBLIN LORD

Common Materials Dark Dust, Gold, Gold Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B F G	Gold Shard	20%	Blue Stone	20%	Red Stone	20%	Stun Orb	50%
H V	B F G	Silver Shard	20%	Blue Stone	20%	Red Stone	20%	Stun Orb	50%

LIZARDMAN

Common Materials Steel, Lizard Scale, Lizard Crest

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C E	Gold Shard	20%	Stun Orb	50%	Thunder Orb	50%	100 Gil	20%
H V	C E	Mythril Shard	20%	Stun Orb	50%	Thunder Orb	50%	360(720) Gil	20%

MAGIC POT

Common Materials Yellow Stone, Magic Stone, Vase Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	C E	Yellow Stone	20%	Magic Stone	20%	Stun Orb	50%	Time Orb	50%

MIMIC

Common Materials Mimic Talon, Mimic Slough, Mu Parchment

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	F	Red Mage Cloak	25%	Wind Earring	25%	Storm Misanga	25%	120 Gil	25%
	F	Red Mage Hat	25%	Earth Earrings	25%	Classic Misanga	25%	120 Gil	25%
H V	F	Soft Tank	34%	Laevateinn	33%	410(820) Gil	33%	—	—
	F	Still Fan	34%	Ball o' Bombs	33%	410(820) Gil	33%	—	—

MINI MOVER

Common Materials White Dust, Little Thorn, Grain of Light

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	A	Scratch Cards 10-05	80%	Scratch Cards 10-12	80%	—	—	—	—
	A E G	Blue Fay Dust	20%	Red Fay Dust	20%	Yellow Fay Dust	20%	Green Fay Dust	20%

NEEDLE TURTLE

Common Materials Tortoise Shell, Gold, Gold Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C E G	Yellow Stone	20%	Gold Shard	20%	Blue Stone	20%	Stun Orb	50%
H V	C E F G	Yellow Stone	20%	Blue Stone	20%	Red Stone	20%	Stun Orb	50%

SKELETON

Common Materials Skull, White Dust, Bone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B	Dark Dust	20%	White Dust	20%	Stun Orb	50%	Darl Orb	50%
H V	B	Dark Dust	20%	Gold Shard	20%	White Dust	20%	Stun Orb	50%

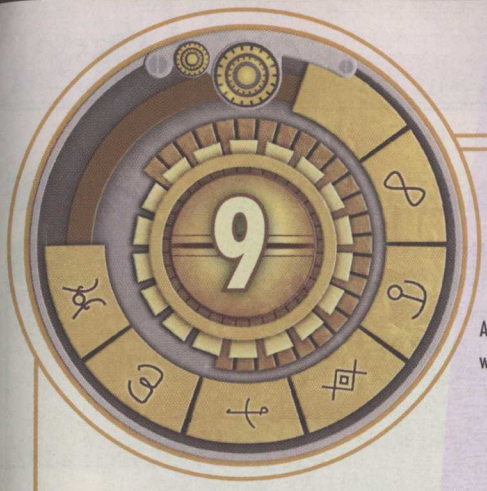
LIBROARIAN

Common Materials Bookcase Splinter, Pink Book

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Shelf Guard	10%	Bookcase Splinter	50%	Pink Book	50%	—	—
	2	Gold	100%	Gold Shard	100%	Gold	50%	Gold Shard	50%
	3	Yellow Stone	100%	Blue Stone	100%	Magic Stone	100%	Red Stone	100%
	4	Red Fay Dust	100%	Red Fay Dust	50%	—	—	—	—
	5	Sei Gem	30%	Ki Gem	27%	120 Gil	23%	120 Gil	20%
	6	120 Gil	100%	120 Gil	100%	120 Gil	100%	120 Gil	100%
H V	1	Shelf Guard	20%	Bookcase Splinter	50%	Pink Book	50%	—	—
	2	Silver	100%	Mythril	100%	Black Gold	50%	Mythril Shard	50%
	3	Gold	100%	Mythril Shard	100%	Black Silver	100%	Yew Branch	100%
	4	Yellow Orb	50%	Yellow Feather	50%	Magic Stone	50%	Red Orb	50%
	5	Ko Gem	35%	Ran Gem	29%	Haku Gem	24%	Kurenai	12%
	6	410(820) Gil	100%	410(820) Gil	100%	410(820) Gil	100%	410(820) Gil	100%

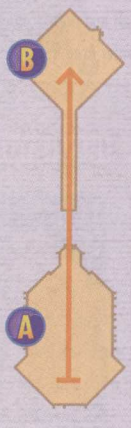
CHEST DROP TABLE

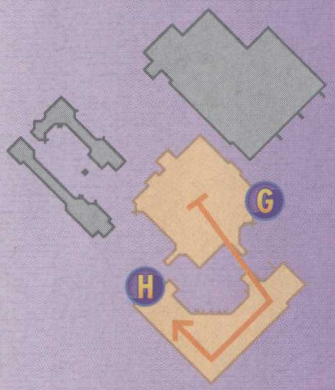
AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	Scratch Cards 07-06	80%	Scratch Cards 12-11	80%	—	—	—	—
		N H V	Scratch Cards 07-06	100%	Scratch Cards 12-11	100%	Scratch Cards 12-15	80%	—	—
C	2	N H V	100 Gil	100%	Gold Shard	75%	Gold	25%	—	—
		N H V	360(720) Gil	100%	Silver Shard	75%	Silver	25%	—	—
	3	N H V	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	—
		N H V	Yew Branch	100%	Oak Branch	50%	Tree Branch	50%	—	—
	4	N H V	Seishin no Shizuku	25%	Scratch Cards 02-06	80%	Scratch Cards 09-06	80%	—	—
		N H V	Scratch Cards 02-06	100%	Scratch Cards 09-06	100%	Scratch Cards 02-07	80%	Scratch Cards 09-07	80%
		N H V	Seishin no Shizuku	25%	—	—	—	—	—	—
	5	N H V	MAG Drops	100%	—	—	—	—	—	—
E	6	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
		N H V	360(720) Gil	100%	Gold Shard	75%	Gold	25%	—	—
F	7	N H V	Magic Stone	100%	Magic Stone	50%	—	—	—	—
		N H V	360(720) Gil	100%	Mythril Shard	75%	Mythril	25%	—	—
	8	N H V	Gold Shard	100%	Gold Shard	75%	Gold	50%	Gold	25%
		N H V	360(720) Gil	100%	Mythril Shard	75%	Mythril	25%	—	—
	9	N H V	MAG Drops	25%	Scratch Cards 05-08	80%	Scratch Cards 14-08	80%	—	—
		N H V	MAG Drops	25%	Scratch Cards 05-08	100%	Scratch Cards 14-08	100%	Scratch Cards 05-09	80%
	10	N H V	Seishin no Shizuku	100%	—	—	—	—	—	—

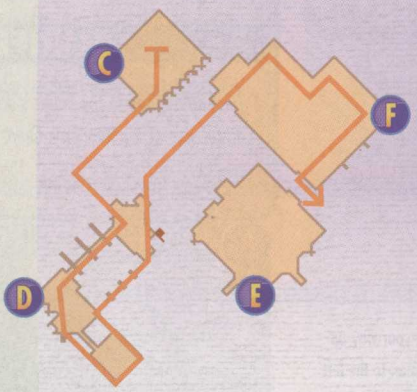


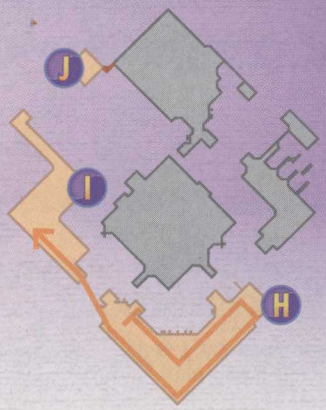
A RETURN TO THE RUINS

After you return the Crystal Core fragment to the forest, villagers Ullz and Phelple tell you all about the other passage in the old ruins where they used to play hide and seek. It sounds like there might be more to this place than you originally thought.









RUINS

BAT

STAT	N	H	V
HP	554	1554	2554
EXP	400	3224	3224

BOLT GOLEM

STAT	N	H	V
HP	113	2641	3891
EXP	485	2119	2119

COCKATRICE

STAT	N	H	V
HP	792	2150	3350
EXP	400	3231	3231

DAEDALUS

STAT	N	H	V
HP	1188	3041	4431
EXP	435	3252	3252

FLAN

STAT	N	H	V
HP	475	1770	2970
EXP	410	3227	3227

FLOATING EYE

STAT	N	H	V
HP	871	2619	4019
EXP	445	3252	3252

LIZARDMAN

STAT	N	H	V
HP	950	2671	4041
EXP	415	3241	3241

THUNDER BOMB

STAT	N	H	V
HP	634	1797	2897
EXP	405	3231	3231

THUNDER ELEMENTAL

STAT	N	H	V
HP	119	335	635
EXP	400	3234	3234

FOREST

AMENBO

STAT	N	H	V
HP	599	1599	2599
EXP	295	2025	2025

BAT

STAT	N	H	V
HP	599	1599	2599
EXP	470	2112	2112

BOLT GOLEM

STAT	N	H	V
HP	1030	2537	3787
EXP	440	3252	3252

CLOUD BEE

STAT	N	H	V
HP	514	1362	2262
EXP	175	1966	1966

GOBLIN

STAT	N	H	V
HP	956	2542	3842
EXP	485	2117	2117

GRAPPLER GOLEM

STAT	N	H	V
HP	1113	2746	4046
EXP	485	2119	2119

MINI MINE

STAT	N	H	V
HP	428	1142	1942
EXP	170	1968	1968

MU

STAT	N	H	V
HP	599	1599	2599
EXP	455	2104	2104

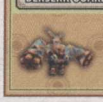
ONION HEAD

STAT	N	H	V
HP	770	2070	3240
EXP	475	2114	2114

SEEDSPITTER

STAT	N	H	V
HP	685	1853	2953
EXP	250	2001	2001

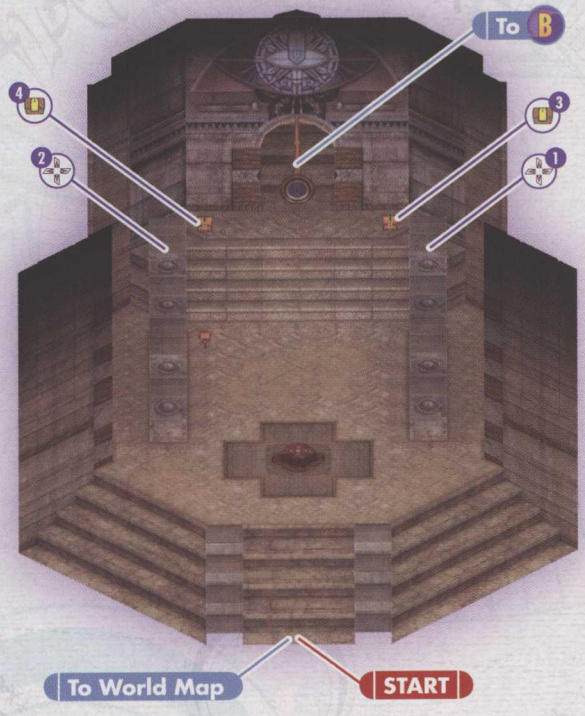
BERSERK GUARDIAN BOSS



STAT	N	H	V
HP	7440	12660	14160
EXP	0	0	0

THE RUINS

AREA A



As you did on your first visit to the ruins, bring all of your party together to stand on the large red floor switch. [1] This time, instead of dropping you down a level, activating the switch opens the door at the top of the stairs. Head up the stairs, looting the **Treasure Chests** to the left and right of the doorway on your way, and enter Area B.

INVISIBLE STALKERS 1

Speak to the soldier to the left of the red floor switch to learn about a new quest available at the Quest Shoppe! [2]

BURIED TREASURE!

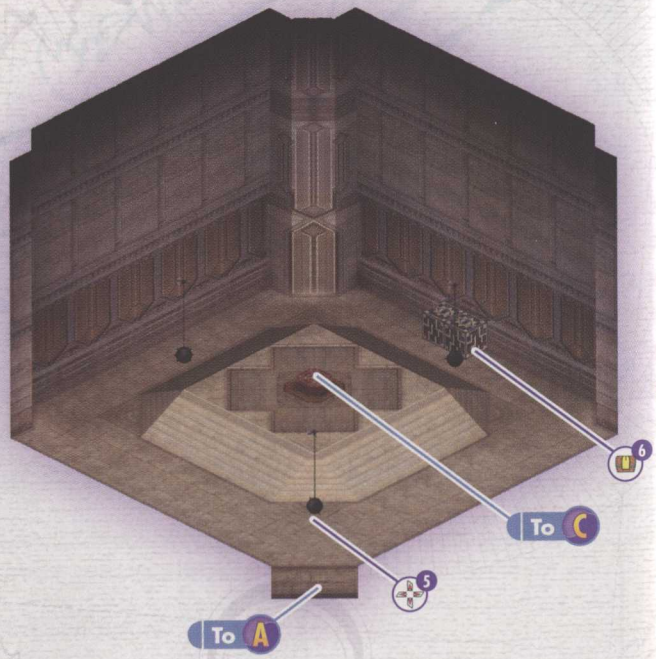
Take advantage of the Selkie's double jump ability to climb onto the tall steps on either side of the doorway. Claim the hidden treasure on each side!

AREA B

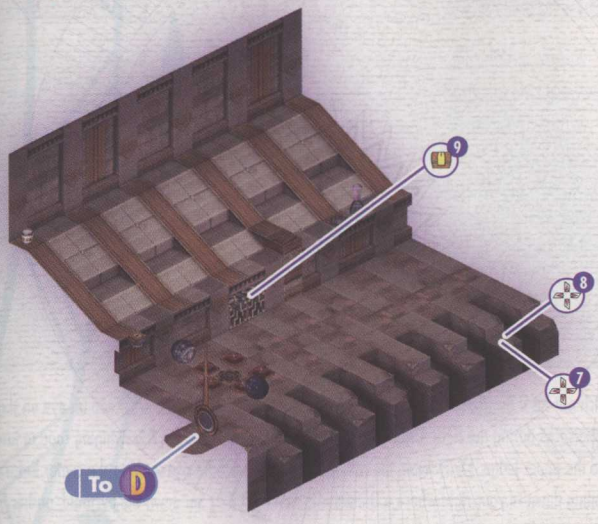
When you enter this area, make your way up the steps to deal with the Lizardmen to the left and the Flans on the right. Watch out for the large spiked pendulums that guard the center area. [3] A large red floor switch appears in the center of the room once all four monsters have been eliminated. Once again, bring your party together on the switch to drop into Area C.

BURIED TREASURE!

Don't rush into Area C just yet. Take a moment to grab the hidden loot beneath the pendulum swinging in front of the entrance.



AREA C



Make your way down the stairs and walk all the way across so you can bring out the two Bolt Golems. Deal with them as you would any other monster that's hunting for you. Next, hop down onto the lower level and move toward the left side. Five red floor switches are guarded by a rolling alarm. Wait for the alarm to roll to the left, then run in and step on all the switches. [4] This causes a **pyramid** to rise in the middle of the switches. Grab it quickly and move to the left. If you trip the alarm, a few monsters arrive to slow you down. The alarm can also cause several Oil Barrels to appear. If this happens, move far away from the switches until the barrels detonate.

Jump up and place the **pyramid** on the upper level. [5] Grab the pull switch at the far left and ride it up. Charge up the pyramid, pick it up, and carry it to the **socket** to the right. [6] This opens the door near the rolling alarm, which leads to Area D.

BURIED TREASURE!

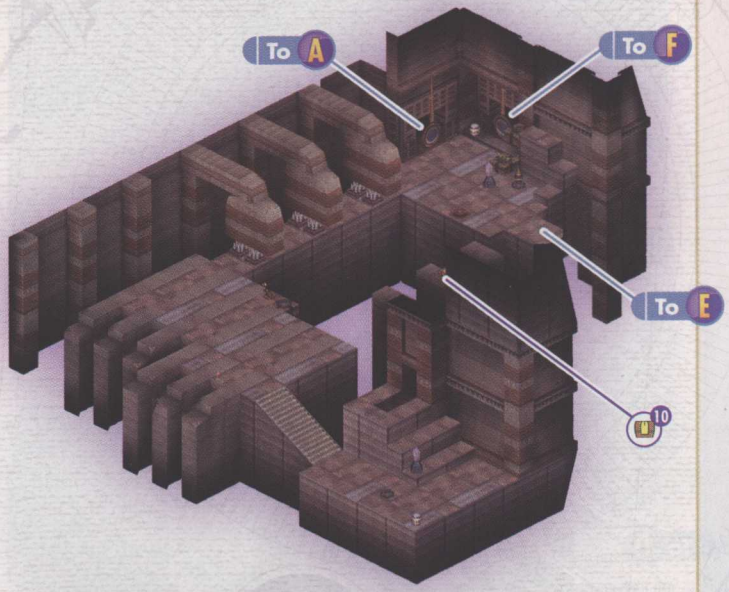
You can find treasure in the most unlikely places! Run your magic target ring over the edge of the area to collect another stash. [7]

AREA D

Defeat the Cockatrice and take the **pyramid** off its socket. Carry it over and stand on the red floor switch. This causes another **socket** to come towards you. Charge up the **pyramid** and drop it into place. [8] Next, go to the left and walk past the gauntlet of spikes. Wait for the spikes to retract into the floor, then quickly move past. Do this for each of the three traps to avoid taking damage.

Once across, you must deal with a Bolt Golem and two Daedaluses. Clear out the area, then grab the **pyramid** and take it down the stairs to the right. Set it down at the base of the steps, leaving your hands free to deal with the Thunder Elementals and Thunder Bombs. There is a **White Barrel** nearby if your HP or MP need replenishing. After you've cleared out the monsters, charge up the **pyramid** and place it on the **socket**, opening the door to Area E. [9]

Before rushing through the door, take the time to loot an out-of-the-way **Treasure Chest**. Walk back up the stairs, turn right, and stand at the edge of the floor. [10] Jump across to the next couple of pillars to reach the **Treasure Chest**. This chest contains a **Scroll**, so it is well worth your efforts. [11] Continue to Area E when you're ready.

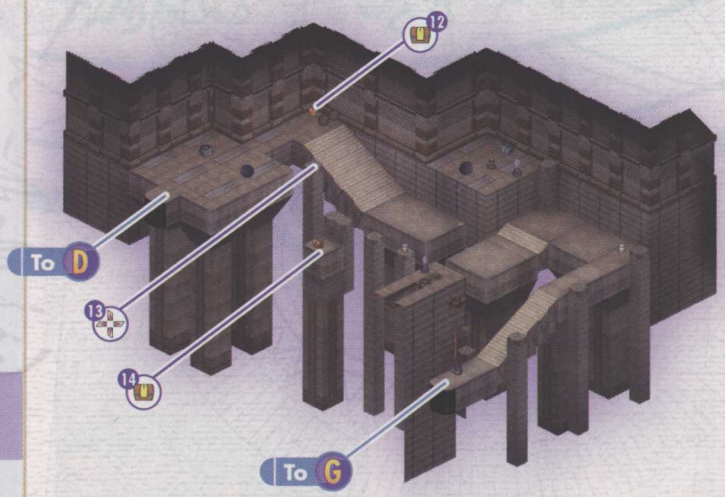


AREA E

Though this may simply seem like an area that you can blow through, think again. Pop in to raid the Treasure Chest in the bottom corner before making your way to Area D and continuing to Area F.

AREA F

Make your way around the rolling alarm to reach the **Treasure Chest** on the other side. [12] If you trigger the alarm, you must deal with the Daedaluses that appear. After opening the chest, head down the steps. Watch out for the falling rocks! They can knock you right off the ledge.



BURIED TREASURE

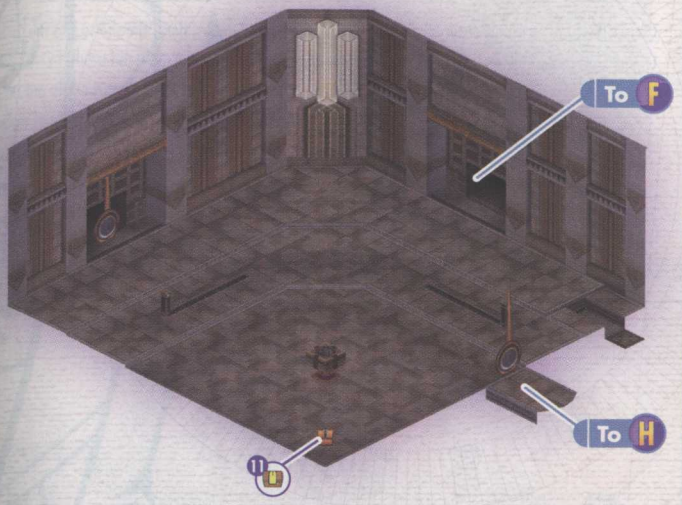
Before making your way down these stairs, run your magic target ring over the pillar to the left to grab some hidden loot! Standing on the pillar while doing this makes it easier to snag the Scratch Card before it falls into the abyss. [13]

Watch out for a Bat that tries to slow your progress at the foot of the stairs. Keep an eye on those falling rocks during the fight. Once you've cleared out the vermin, use the swinging rope to jump onto the upper ledge. [14] Avoid the rolling alarm and grab the **pyramid** in the center before jumping down to your right where a Daedalus is waiting. [15] Set down the pyramid, gather your party, and take the mechanical monstrosity down. Once you score a KO, continue to the right to find a **White Barrel** to replenish any lost HP or MP.

Continue following the path down the stairs, where another Bat gets in your way. Take the **pyramid** to the pull switch and carefully set it on top of the switch. [16] If you accidentally drop it into the chasm, you must retrace your steps and pick it back up on the upper ledge. Once the **pyramid** is in place, ride the pull switch up to the small floating tile. Jump onto it and immediately grab the **pyramid** before it swings out of reach. [17] Place the **pyramid** in the nearby **socket** on the left to open the doorway to Area G.

Before jumping back down, head to the left, vaulting across the pillars here to reach a **White Barrel** and a **Treasure Chest** containing a **Scroll!** [18]

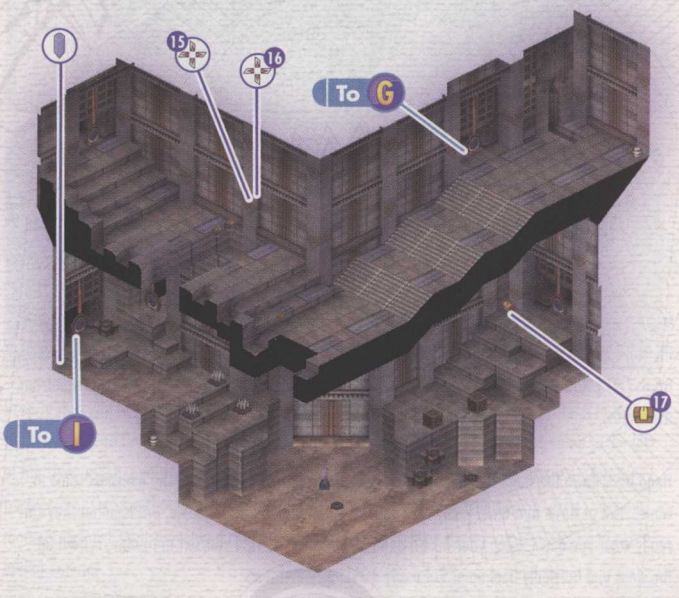
AREA G



As you enter the room, an angry Cockatrice and two Thunder Elementals put up a fight. [19] Once you've dealt with them, go to the left side of the room to take on a group of identical monsters. Clear the area and activate the left-hand post switch; hurry to do the same to the right. This raises the block from over the red floor switch near the lower corner of the room. [20] As soon as the second switch is activated, run to the switch that opens the doorway into Area H. Before leaving, loot the **Treasure Chest** in the lowest corner to acquire another **Scroll**!

AREA H

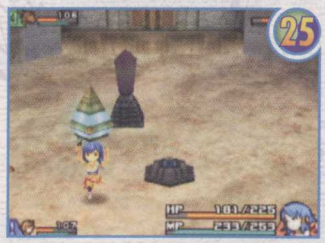
There is a **White Barrel** to the right as you enter the room if you need to replenish your HP and MP. Make your way left down the steps, avoiding the falling rocks. Bolt Golems appear and try to stop you; remember to take them out before they explode! Head left up the steps to reach a pull switch. [21] Ride it down to the lower level. If you miss grabbing the switch you'll fall to the lower level anyway, but be ready to move. If you don't, you'll land right in the middle of sliding spikes!



BURIED TREASURE!

Don't head down to the lower level right away. Take a minute to reveal the buried treasure in a rather unusual spot. Run your magic target ring up the wall near the pull switch to uncover your prize.

Go to your right and drop onto the sandy floor below. Continue to the right and jump up on the tall ledge by using the tiles. [22] Once you reach the top, head to the top of the stairs and claim the **Scroll** in the **Treasure Chest**. [23] Stack the boxes, allowing you to pick them both up at once and carry them to the left, across the floor to the base of the ledge on the other side. [24] The boxes function as a set of steps that lets you reach the upper ledge again.



Before climbing your makeshift stairs, grab the **pyramid** from the center of the floor. [25] Carry it over to the left and onto the ledge. Once up there, avoid the sliding spikes and proceed left up the steps to the **socket**. Charge up the **pyramid** and place it in the **socket** to open the door to Area I. [26] This also causes a **Save Stone** to appear to the left of the doorway. You are about to walk into a tough battle, so save your game!

AREA I

Make your way down the stairs and straight past any monsters that get in your way, then head up the stairs on the far side of the room. Remove the **pyramid** from the **socket** to disable all the spike traps. [27] Now you can face the monsters here without worrying about taking extra damage from the spikes!

Head back down the stairs to take on several Floating Eyes and Daedaluses. The monsters come in waves, two or three at a time. [28] Each individual foe is easily manageable, but together they can really wear you down. Keep your health up at all times. If you find yourself in trouble, retreat up the steps and hurriedly heal up or Raise any KO'd party members.

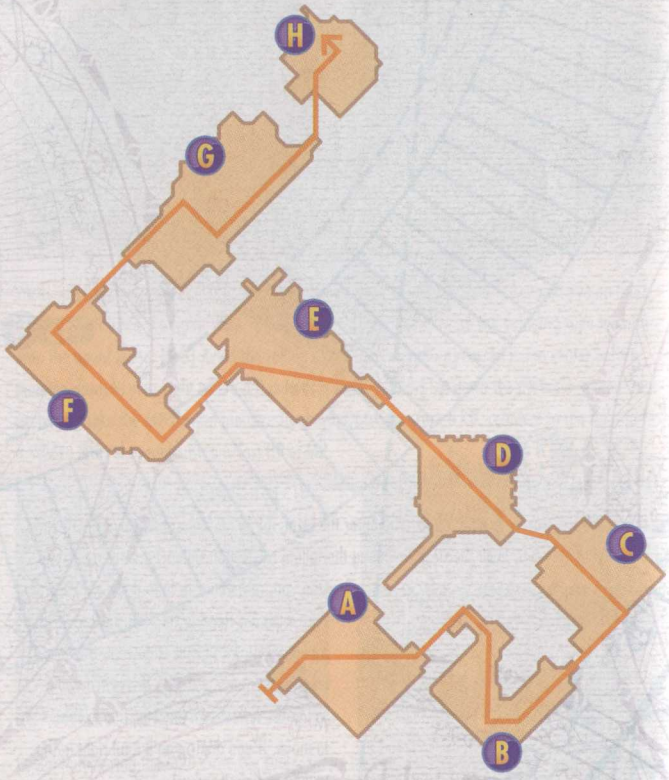
Once you have cleared out the creatures, a Crystal Core fragment appears. Before grabbing it, loot the **Treasure Chests**—one in the center and one to the right. When you are ready to move on, pick up the fragment to find yourself back at the World Map. Return it to Eryll in the forest!

BONUS AREA

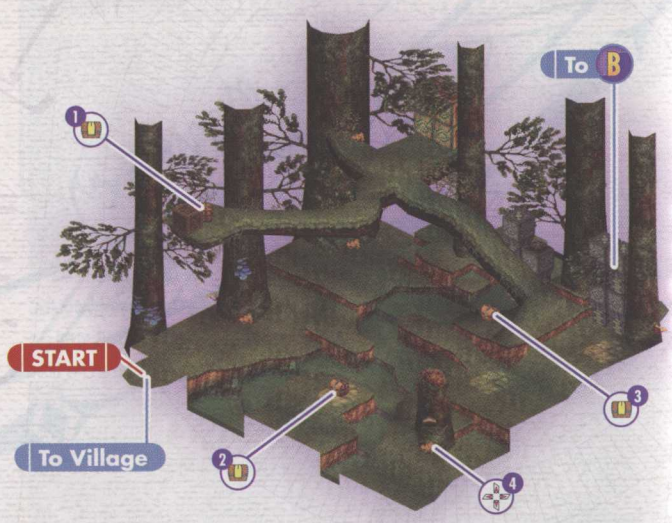
Don't worry about rushing into Area J for now. You can't access it yet, but when you visit the ruins again after returning all the Crystal Core Fragments to Eryll, you gain access to this area!

THE FOREST

Oh no! The forest certainly seems less friendly than when you were last here. The shortcut to the Crystal Core is blocked, and you must find another way in.



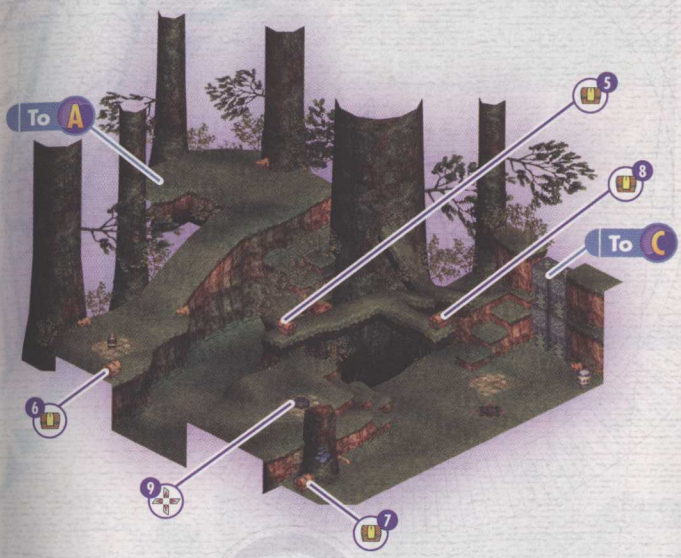
AREA A



When you enter the forest, you are faced with a Grappler Golem and a Bolt Golem. Take them down and head to the right of the entrance to reach a **Treasure Chest**. [29] When you approach, three Mini Mines move to attack. Eliminate these miniature threats and loot the chest before moving to the right to open the **Treasure Chest** at the foot of the ramp leading up. [30]

Clear out the Bat at the base of the ramp before proceeding upwards. Make your way up and to the left to reach another **Treasure Chest**. [31] There's a box next to the chest. Pick it up and carry it down the ramp a bit, then place it on top of the rusted switch to open the door below leading to Area B. [32] Before moving on, exterminate the Cloud Bees in the lowest corner of the map for extra experience.

AREA B



Follow the path around to reach the **pyramid** in the small clearing. [33] Relieve the **Treasure Chest** of its contents before dealing with the Mini Mines that move in to attack. Next, pick up the **pyramid** and cross the stream to the right. On the other side, you'll find a Seedspitter and a Bat guarding the **socket**. Gather your party to you and take out the two monsters. Charge up the **pyramid** with your Thunder magic and place it on the **socket**, opening the way to Area C.

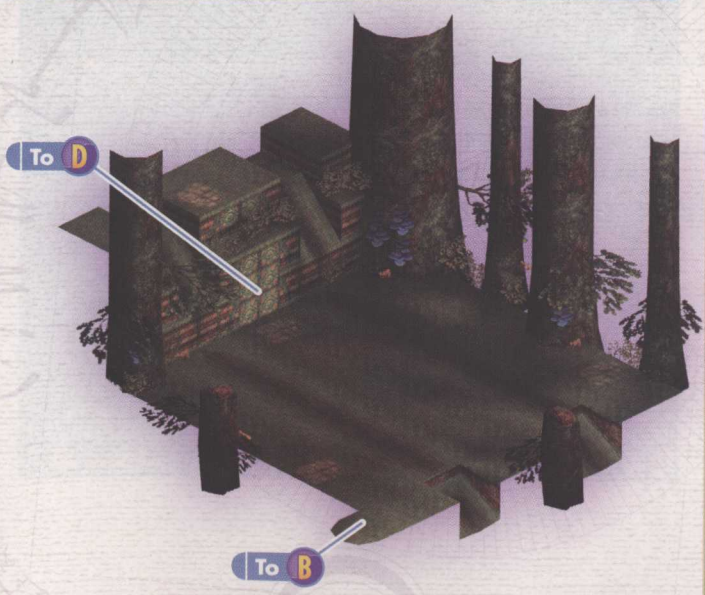
BURIED TREASURE

Before leaving the pyramid in the socket, run your magic target ring over the socket to reveal some buried treasure! [34] *You can nab the treasure after placing the pyramid as well, so don't worry if you drop the pyramid in place.*

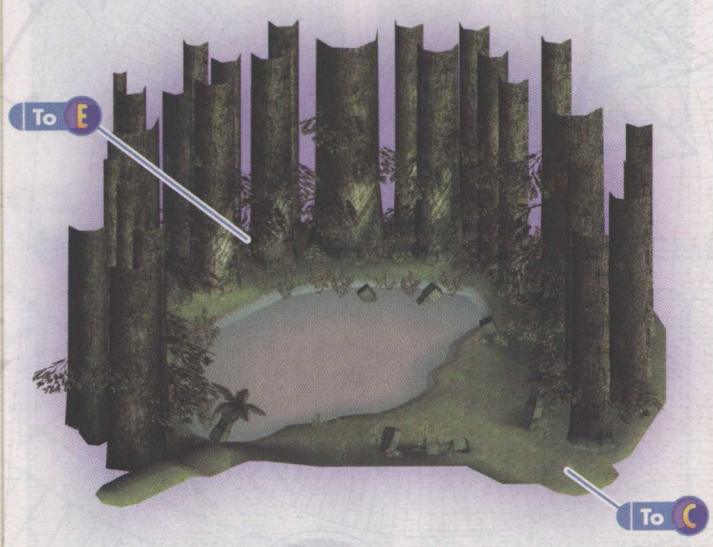
Drop to the right to grab the **Treasure Chest** stashed behind a large tree. [35] Proceed to the right and take on the Goblin that appears in front of the blocked door. Move up the ramp to the left of this door, making your way past the Seedspitter blocking the way. Loot the **Treasure Chests** from both of the branches. [36] Watch out for the spikes guarding the doorway to Area C. Take a moment to watch their movement and dash across them when they retract into the ground to avoid taking damage.

AREA C

Beware of the falling rocks! Head into the area, staying clear of the rocks that roll down the two trails in the clearing. [37] Clear the Goblins out of the area to open the way to Area D.



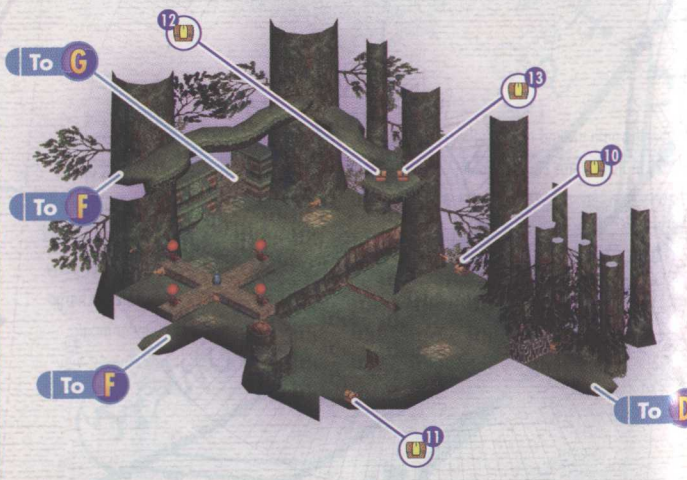
AREA D



Speak to Eryll to return the last fragment of the Crystal Core. She opens the way ahead, granting you access to the rest of the forest. [38] Cross the water to enter Area E.

AREA E

Touch the blocks to open the path. Here, you must deal with vicious Mus and Seedspitters. Once you've cleared the monsters, take advantage of the **Treasure Chest** along the upper wall as well as the one to the left of the entrance. [39] After you've collected your booty, jump into the stream to deal with the three Amenbos that appear. Cross the stream to reach the four red Orbs on the far side. Take out the Seedspitters that appear near the Orbs.

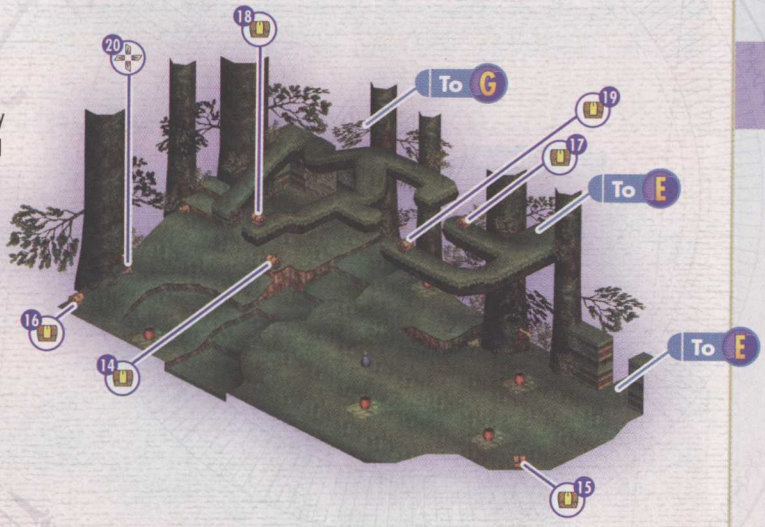


Notice the device in the center of the Orbs. It enables you to split your magic in multiple directions. Target it with your Fire spell to simultaneously shoot fire at all four Orbs. [40] This causes a crystal block to appear near the doorway to Area G. [41] Touch the box to send it into Area G for later use. Go back, past where you activated the red Orbs, to reach Area F.

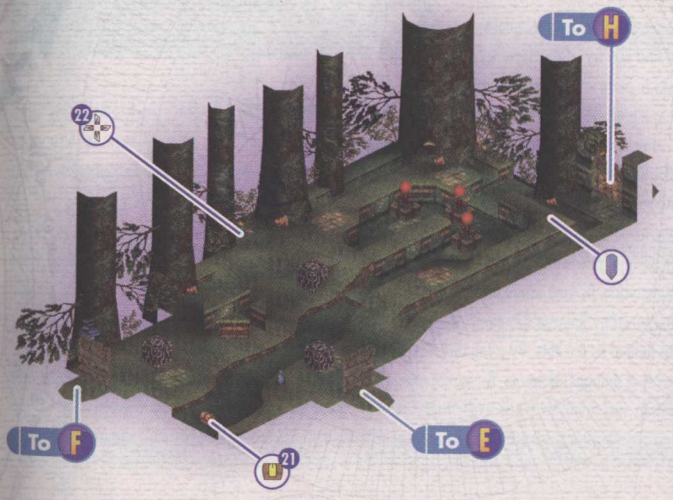
AREA F

Golems and a few other monsters have overrun this section of the forest. Move around the area, taking out each monster as you come to it so you don't get overwhelmed. Use the Oil Barrels to increase your damage output. A good tactic is to freeze an enemy in place and ignite a nearby barrel. Move your party members away from the barrels before they explode! A crystal block appears once all the creatures have been eliminated. Touch the crystal block to move it into Area G. [42]

Before leaving the area, travel up the ramp to the left of the door to find a **Treasure Chest**. [43] When you jump back down, loot all the chests on the ground floor as well. There are a few stuck in the far corners.



AREA G



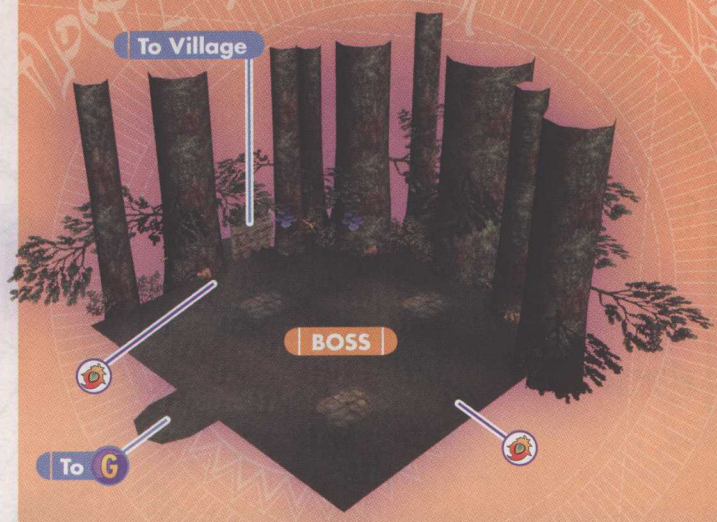
When you enter Area G, you'll see the two crystal blocks from Areas E and F. Touch them to lock them into place. [44] Eliminate the Seedspitters that appear near both blocks. Clear out the weeds, loot the **Treasure Chest** in the stream, and squish the Mini Mine that appears. [45]

Grab the device near the doorway to Area E and carry it toward the water. Continue past the crystal blocks, taking out the Grappler Golem that blocks your way. Place the device at the end of the central piece of land, near the moving red Orbs. [46] A Seedspitter pops up, so be ready to take it down quickly. Though they move at different times, the red Orbs all align with the device as they move. Be ready to cast Fire on the device when the Orbs move into range. Once all three Orbs have been activated, a crystal block appears near the edge of the water. [47] Touch it to move it into place with the other two.

Claim the **Dungeon Key** that appears once all three blocks have been moved into place. [48] It fits the locked door in the upper right of this area, where you can now find a **Save Stone**. For extra experience, take out the Bat and the Cloud Bees in the far left corner before using the key on the door.

BOSS ENCOUNTER

Berserk Guardian



When you enter Area H, you'll see the Berserk Guardian pounding its fists against the gate. This can't be good! While this is the same Guardian you faced before, it is now stronger, tougher, and a whole lot angrier. The Berserk Guardian takes advantage of a variety of damaging attacks that can pound you into the dirt. Its single and double fist pounds can stun, just like its whirlwind fist attack. However, the combo punch with the double fist pound can knock assailants down, and when it smashes its fists together it creates an explosion which stuns those standing on top of it. [49] If you back away out of melee range, which seems like a good idea, it can blast you with a light beam or a ring of light, the latter of which can stun. Again, if you were crazy enough to jump on its head and stand atop this beast, the Berserk Guardian can do a flip kick which knocks you off and stuns you.

When the Berserk Guardian unleashes its single fist attack, it's vulnerable to attack for about four seconds. Take advantage of this short period of weakness to jump onto its head and attack the helmet. After dealing about 150 points of damage, it breaks and reveals the Berserk Guardian's weak spot. [50] With the helmet removed, physical attacks inflict five times the amount of damage to the Guardian! That's no small increase. Also, after enough damage to its head, the Berserk Guardian will falter and drop to one knee, leaving it open to damage for approximately nine seconds. Dish out the damage and do what you can to bring this monster down. [51]

This can be an extremely difficult fight due to the multiple radial attacks (whirlwind, fist smash, and ring of light). Even though the Berserk Guardian doesn't move quickly, its long-range attacks are just as devastating as its crushing melee blows. Stay just outside of its reach without backing too far away to incite this giant into committing to its single fist pound. As it strikes, dodge and jump in to do as much damage to its helmet as possible. By using this stick and move tactic, and with some luck, you should be able to wear it down without taking a bit of damage. However, if you are taking damage during the battle, watch your health at all times and utilize your party members to heal themselves and each other. The Guardian doesn't move that quickly, so if you need to speedily back off and heal, you can—just watch out for the light beam. Alternate attacking and healing, and your patience will soon be rewarded.

After the battle, you meet up with Sherlotta, who shares some interesting revelations with you. Speak to everyone in the village before speaking with Sherlotta again to continue your journey.

BAT

Common Materials Odd Angled Eye, White Dust, Magic Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C D F	Dark Dust	20%	Oak Branch	20%	White Dust	20%	Stun Orb	50%
H V	C D F	Oak Branch	20%	Tree Branch	20%	Phoenix Down	20%	Stun Orb	50%

BOLT GOLEM

Common Materials Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C D H	Gold Shard	20%	Silver Shard	20%	Stun Orb	50%	110 Gil	20%
H V	C D H	Gold Shard	20%	Mythril Shard	20%	Stun Orb	50%	380(760) Gil	20%

COCKATRICE

Common Materials Oak Branch, Cockatrice Feather, Cockatrice Scale

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	G	White Dust	20%	Dark Dust	20%	Oak Branch	20%	Thunder Orb	50%
	D	White Dust	20%	Dark Dust	20%	Oak Branch	20%	Scratch Cards 10-08	75%
H V	D G H	White Dust	20%	Mythril Shard	20%	Yew Branch	20%	Thunder Orb	50%
	D	White Dust	20%	Mythril Shard	20%	Yew Branch	20%	Scratch Cards 10-08	75%

DAEDALUS

Common Materials Gold, Silver, Copper

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D F I	Gold Shard	20%	Silver Shard	20%	Stun Orb	50%	110 Gil	20%
H V	D F I	Gold Shard	20%	Silver Shard	20%	Stun Orb	50%	380(760) Gil	20%

FLAN

Common Materials Flan Goop, Red Stone, Yellow Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B E	Yellow Stone	20%	Red Stone	20%	Thunder Orb	50%	Striped Apple	50%
H V	B E	Yellow Stone	20%	Red Stone	20%	Magic Stone	50%	Thunder Orb	20%

FLOATING EYE

Common Materials Big One-Eye, Silver Shard, One-Eye Wing

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	I	Silver Shard	20%	Copper Shard	20%	Stun Orb	50%	Dark Orb	50%
H V	I	Gold Shard	20%	Stun Orb	50%	Time Orb	50%	Dark Orb	50%

LIZARDMAN

Common Materials Lizard Crest, Lizard Scale, Steel

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B F	Steel	20%	Copper Shard	20%	Thunder Orb	50%	110 Gil	20%
H V	B F	Gold Shard	20%	Stun Orb	50%	Thunder Orb	50%	380(760) Gil	20%

THUNDER BOMB

Common Materials Yellow Stone, Blue Stone, Bomb's Soul

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D	Yellow Stone	20%	Blue Stone	20%	Thunder Orb	50%	110 Gil	20%
H V	D	Yellow Stone	20%	Blue Stone	20%	Thunder Orb	60%	380(760) Gil	20%
H V	D	Scratch Cards 10-15	75%	Yellow Stone	20%	Blue Stone	20%	Thunder Orb	50%

THUNDER ELEMENTAL

Common Materials Yellow Stone, Element Gem, Yellow Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D E G H	Yellow Stone	20%	Yellow Fay Dust	20%	Thunder Orb	50%	Striped Apple	50%
H V	D E G H	Yellow Stone	20%	Yellow Fay Dust	20%	Magic Stone	20%	Thunder Orb	50%

MONSTER DROP TABLES Forest

BAT

Common Materials Odd Angled Eye, White Dust, Magic Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C D F	Dark Dust	20%	Oak Branch	20%	White Dust	20%	Stun Orb	50%
H V	C D F	Oak Branch	20%	Tree Branch	20%	Phoenix Down	20%	Stun Orb	50%

AMENBO

Common Materials Jellyfish Bonbon

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	E	Blue Stone	20%	Red Stone	20%	Spin Amoeba	15%	Thunder Orb	50%

BAT

Common Materials Odd Angled Eye, White Dust, Magic Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A B G	Dark Dust	20%	White Dust	20%	Time Orb	50%	Stun Orb	25%
H V	A B G	Dark Dust	20%	White Dust	20%	Time Orb	50%	Stun Orb	30%

BOLT GOLEM

Common Materials Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A F H	Silver Shard	20%	Dark Orb	50%	Stun Orb	25%	120 Gil	20%
H V	A F H	Gold Shard	20%	Mythril Shard	20%	Stun Orb	30%	400(800) Gil	20%

CLOUD BEE

Common Materials Tree Branch, White Dust, Honey Acid

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A G	Dark Dust	20%	White Dust	20%	Stun Orb	25%	Striped Apple	50%
	G	Cherry Cluster	34%	Striped Apple	33%	Rainbow Grapes	33%	—	—
H V	A G	Dark Dust	20%	White Dust	20%	Stun Orb	30%	Striped Apple	50%

GOBLIN

Common Materials Dark Dust, Silver, Silver Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B	Silver Shard	20%	Dark Orb	50%	Stun Orb	25%	120 Gil	20%
H V	C	Gold Shard	20%	Silver Shard	20%	Stun Orb	30%	400(800) Gil	20%
N H V	B	Scratch Cards 10-13	50%	Silver Shard	10%	Stun Orb	10%	Dark Orb	10%

GRAPPLER GOLEM

Common Materials Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A F G H	Silver Shard	20%	Dark Orb	50%	Stun Orb	25%	120 Gil	20%
H V	A F G H	Silver Shard	20%	Mythril Shard	20%	Stun Orb	30%	400(800) Gil	20%

MINI MINE

Common Materials White Dust, Grain of Light, Little Thorn

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	A B G	Dark Dust	20%	White Dust	20%	Red Fay Dust	20%	Green Fay Dust	20%

MU

Common Materials Oak Branch, Mu Fur, Mu Nose

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A E	Oak Branch	20%	Tree Branch	20%	Mu Fur	20%	Stun Orb	25%
H V	A E	Oak Branch	20%	Tree Branch	20%	Mu Fur	20%	Stun Orb	30%
N H V	E	Scratch Cards 10-06	50%	Oak Branch	10%	Tree Branch	10%	Mu Fur	10%

ONION HEAD

Common Materials Study Vine, Unknown Seed, Moogle Plant

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	F	Oak Branch	20%	Moogle Plant	20%	Spark Spore	15%	Time Orb	50%
H V	F	Moogle Plant	20%	Yellow Fay Dust	20%	Spark Spore	15%	Time Orb	50%

SEEDSPITTER

Common Materials Unknown Seed, Curious Petal, Moogle Plant

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B E F G	Tree Branch	20%	Moogle Plant	20%	Soft Cell	15%	Stun Orb	25%
	G	Striped Apple	34%	Cherry Cluster	34%	Rainbow Grapes	33%	—	—
H V	B E F G	Moogle Plant	20%	Blue Fay Dust	20%	Soft Cell	15%	Stun Orb	30%

BERSERK GUARDIAN

Common Materials Protective Shell, Defense Propeller

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Guardian Bangle	10%	Protective Shell	50%	Defense Propeller	50%	—	—
	2	Black Silver	100%	White Silver	100%	Silver	50%	Silver Shard	50%
	3	Silver	100%	Seraph Dust	100%	Oak Branch	50%	Silver Shard	50%
	4	Dark Dust	50%	White Dust	50%	Blue Stone	50%	Red Stone	50%
	5	Sei Gem	31%	Ki Gem	27%	Sui Gem	21%	140 Gil	21%
	6	140 Gil	100%	140 Gil	100%	140 Gil	100%	140 Gil	100%
H V	1	Guardian Bangle	20%	Protective Shell	50%	Defense Propeller	50%	—	—
	2	Black Silver	100%	Mythril Shard	100%	Black Gold	50%	Mythril	50%
	3	Platinum	100%	Mythril	100%	Orichalcum	50%	Mythril Shard	50%
	4	Oak Branch	100%	Tree Branch	100%	Holy Orb	50%	Red Orb	50%
	5	Ko Gem	33%	Ran Gem	28%	Haku Gem	22%	Kurenai	17%
	6	450(900) Gill	100%	450(900) Gill	100%	450(900) Gill	100%	450(900) Gil	100%

CHEST DROP TABLE Ruins

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	Scratch Cards 09-05	80%	—	—	—	—	—	—
		N H V	Scratch Cards 09-05	100%	Scratch Cards 11-11	80%	—	—	—	—
	2	N H V	Scratch Cards 01-03	80%	Scratch Cards 13-11	80%	—	—	—	—
		N H V	Scratch Cards 01-03	100%	Scratch Cards 13-11	100%	—	—	—	—
	3	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
		N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
	4	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
		N H V	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
B	5	N H V	Scratch Cards 02-05	80%	Scratch Cards 15-06	80%	—	—	—	—
		N H V	Scratch Cards 02-05	100%	Scratch Cards 15-06	100%	Scratch Cards 10-20	80%	—	—
	6	N H V	Anti-Thunder Drops	100%	—	—	—	—	—	—
C	7	N H V	Scratch Cards 11-02	80%	Scratch Cards 13-01	80%	—	—	—	—
		N H V	Scratch Cards 11-02	100%	Scratch Cards 13-01	100%	Scratch Cards 02-08	80%	—	—
	8	N H V	Will Drops	100%	—	—	—	—	—	—
	9	N H V	Thunder Drops	25%	—	—	—	—	—	—
D	10	N H V	Leaf Fan	34%	Exorcist Bow	33%	Magic Wand	33%	—	—
		N H V	Obelisk	50%	Sybilla's Tome	50%	—	—	—	—
E	11	N H V	Zantetsu	34%	Bomb Hammer	33%	Mataza's Spear	33%	—	—
		N H V	Obelisk	50%	Sybilla's Tome	50%	—	—	—	—
F	12	N H V	110 Gil	100%	Gold Shard	75%	Gold	25%	—	—
		N H V	Gold Shard	100%	Gold Shard	75%	Gold	50%	Gold	25%
	13	N H V	Scratch Cards 04-15	80%	Scratch Cards 13-13	80%	—	—	—	—
		N H V	Scratch Cards 04-15	100%	Scratch Cards 13-13	100%	—	—	—	—
	14	N H V	Zantetsu	34%	Bomb Hammer	33%	Mataza's Spear	33%	—	—
		N H V	Obelisk	50%	Sybilla's Tome	50%	—	—	—	—
H	15	N H V	Scratch Cards 07-02	80%	Scratch Cards 13-01	80%	—	—	—	—
		N H V	Scratch Cards 07-02	100%	Scratch Cards 08-06	100%	Scratch Cards 08-07	80%	Scratch Cards 11-18	80%
	16	N H V	Anti-Thunder Drops	25%	—	—	—	—	—	—
	17	N H V	Leaf Fan	34%	Exorcist Bow	33%	Magic Wand	33%	—	—
		N H V	Obelisk	50%	Sybilla's Tome	50%	—	—	—	—
I	18	N H V	110 Gil	100%	Ether	60%	Potion	40%	—	—
		N H V	380(760) Gil	100%	Ether	60%	Potion	40%	—	—
J	19	N H V	Fire Stone 1	34%	Ice Stone 1	33%	Thunder Stone 1	33%	—	—
		N H V	Anti-Zap Stone 3	34%	Anti-Zap Stone 2	33%	Anti-Zap Stone 1	33%	—	—
	20	N H V	Anti-Burn Stone 1	34%	Anti-Freeze Stone 1	33%	Anti-Zap Stone 1	33%	—	—
		N H V	Thunder Stone 3	34%	Thunder Stone 1	33%	Thunder Stone 2	33%	—	—
	21	N H V	Anti-Stun Drops	100%	DEF Drops	100%	—	—	—	—

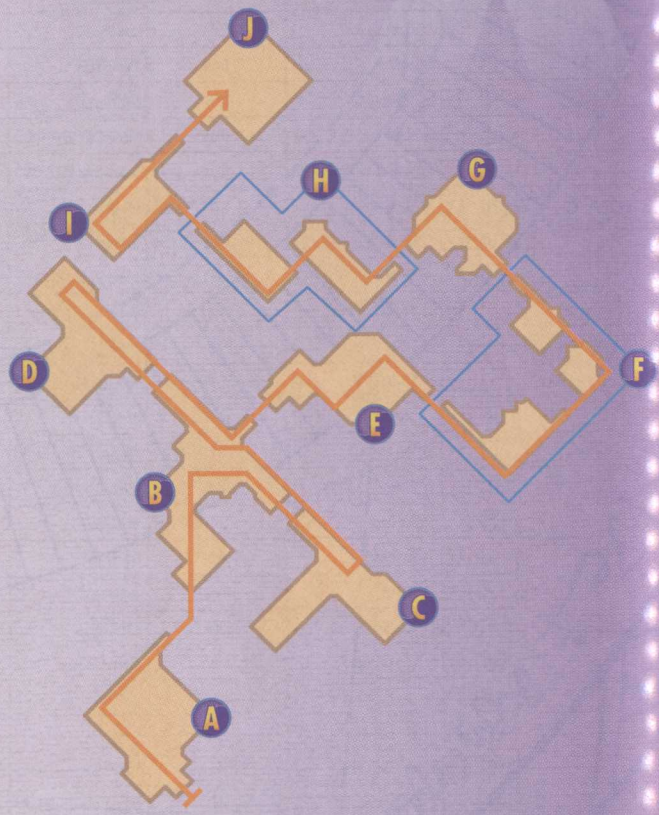
CHEST DROP TABLE Forest

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	Copper	100%	Copper	50%	Copper Shard	50%	Copper Shard	50%
		N H V	180(360) Gil	100%	Copper Shard	60%	Copper	40%	—	—
	2	N H V	20 Gil	100%	Gourd Potato	34%	Star Carrot	33%	Round Corn	33%
		N H V	180(360) Gil	100%	Gourd Potato	34%	Star Carrot	33%	Round Corn	33%
	3	N H V	20 Gil	100%	Cherry Cluster	34%	Striped Apple	33%	Rainbow Grapes	33%
		N H V	180(360) Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
	4	N H V	Scratch Cards 04-06	100%	Scratch Cards 07-01	100%	—	—	—	—
		N H V	Scratch Cards 04-06	100%	Scratch Cards 05-07	100%	Scratch Cards 13-18	50%	Scratch Cards 07-01	50%
B	5	N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	30 Gil	100%
		N H V	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	—
	6	N H V	30 Gil	100%	Copper Shard	60%	Copper	40%	—	—
		N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	—	—
	7	N H V	30 Gil	100%	30 Gil	100%	30 Gil	75%	30 Gil	50%
		N H V	230(460) Gil	100%	230(460) Gil	100%	230(460) Gil	50%	230(460) Gil	25%
	8	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
		N H V	180(360) Gil	100%	180(360) Gil	100%	180(360) Gil	50%	180(360) Gil	25%
	9	N H V	Scratch Cards 05-03	100%	Scratch Cards 12-09	100%	—	—	—	—
E	10	N H V	Star Carrot	50%	Round Corn	50%	120 Gil	100%	120 Gil	100%
		N H V	Yew Branch	100%	Oak Branch	50%	Tree Branch	50%	—	—
	11	N H V	120 Gil	100%	Copper Shard	75%	Copper	25%	—	—
		N H V	400(800) Gil	100%	400(800) Gil	100%	400(800) Gil	50%	400(800) Gil	25%
	12	N H V	Nun's Habit	40%	Ki Gem	33%	Strength Stone 1	27%	—	—
		N H V	Gigantaxe	25%	Passion Bow	25%	Black Hammer	25%	450(900) Gil	25%
	13	N H V	Nun's Habit	30%	Ki Gem	25%	Guard Stone 1	20%	—	—
		N H V	Cresta's Pike	25%	Scroll of Light	25%	Holy Stone 3	25%	450(900) Gil	25%
F	14	N H V	Striped Apple	50%	Cherry Cluster	50%	120 Gil	100%	120 Gil	100%
		N H V	400(800) Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
	15	N H V	Striped Apple	50%	Cherry Cluster	50%	120 Gil	100%	120 Gil	100%
		N H V	400(800) Gil	100%	Gourd Potato	34%	Star Carrot	33%	Round Corn	33%
	16	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
		N H V	Mythril Shard	75%	Mythril	50%	400(800) Gil	100%	—	—
	17	N H V	Silver Shard	100%	Silver Shard	75%	Silver Shard	50%	Silver Shard	25%
		N H V	Silver Shard	75%	Silver	50%	400(800) Gil	100%	—	—
	18	N H V	Elfin Bow	34%	Ancient Ladle	33%	Primeval Sword	33%	—	—
		N H V	400(800) Gil	100%	450(900) Gill	100%	450(900) Gill	50%	450(900) Gil	25%
	19	N H V	Elfin Waltz	34%	Primeval Scroll	33%	Primeval Spear	33%	—	—
		N H V	400(800) Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
	20	N H V	Scratch Cards 04-11	100%	Scratch Cards 06-02	100%	—	—	—	—
		N H V	Scratch Cards 04-11	100%	Scratch Cards 06-02	50%	Scratch Cards 12-19	50%	—	—
G	21	N H V	120 Gil	100%	120 Gil	100%	120 Gil	50%	120 Gil	25%
		N H V	Gold Shard	75%	Gold	50%	400(800) Gil	100%	—	—
	22	N H V	Scratch Cards 11-15	100%	Scratch Cards 15-01	100%	—	—	—	—
		N H V	Scratch Cards 11-15	100%	Scratch Cards 15-01	100%	Scratch Cards 11-05	—	—	—
		N H V	HP Drops	25%	—	—	—	—	—	—

10

LIFTING THE CURSE

After everything you've discovered, you must find a way to get to the mysterious tower. Talk to the people in town to learn the location of the graveyard, where you may just find the artifact you need. The curse they mention can't possibly be that bad, can it?



BOLT GOLEM

STAT	N	H	V
HP	1196	2745	3995
EXP	500	2735	2735

CLOUD BEE

STAT	N	H	V
HP	552	1396	2296
EXP	200	2570	2570

DARK BAT

STAT	N	H	V
HP	644	1644	2644
EXP	520	2768	2768

DARK COCKATRICE

STAT	N	H	V
HP	920	2304	3504
EXP	525	2765	2765

DARK ELEMENTAL

STAT	N	H	V
HP	138	341	641
EXP	520	2768	2768

DARK SAHAGIN

STAT	N	H	V
HP	920	2151	3825
EXP	530	2773	2773

DARK SKELETON

STAT	N	H	V
HP	1012	2655	3975
EXP	535	2773	2773

MIMIC

STAT	N	H	V
HP	1279	3304	4754
EXP	635	2354	2354

ONION HEAD

STAT	N	H	V
HP	828	2138	3308
EXP	500	2757	2757

SEEDSPITTER

STAT	N	H	V
HP	736	1909	3009
EXP	280	2633	2633

CELEB BOSS

STAT	N	H	V
HP	7980	13470	14970
EXP	0	0	0

THE GRAVEYARD

AREA A

The graveyard is your first introduction to dark foes. These monsters appear as shadows of themselves marked with glowing red Orbs in the center. [1] In this form, they take greatly reduced damage, so the first thing you'll want to do when you encounter one is to pop it out of this form. Use any of your Recovery-type spells (Cure, Raise, or Clear) to do this. Once you successfully cast the spell on them, the dark foes function like their normal counterparts and can be damaged accordingly.

Climb the first set of stairs to encounter a Dark Skeleton. Clear it out and locate a device like those you used in the forest—it's surrounded by a poisonous cloud! [2] Use Clear magic to cleanse the poison, freeing the device for your use.

BURIED TREASURE!

Before moving on, be sure to check out the area to the left of the sign to dig up some buried treasure! [3]

Head to the right to liberate the goodies from the **Treasure Chest**. [4] Make your way up the stairs, eliminating the Onion Head and Seedspitter who try to get their leafy hands on you. Grab the device and bring it with you. At the top of the stairs, you encounter a few more Dark Skeletons. Take out the one just at the top of the stairs before moving on to the flat area, so that you can face one at a time. These bony bad guys can poison you, so be sure to use Clear right away if you become afflicted with this status ailment. There is a **White Barrel** here if you need to refuel after the battle.

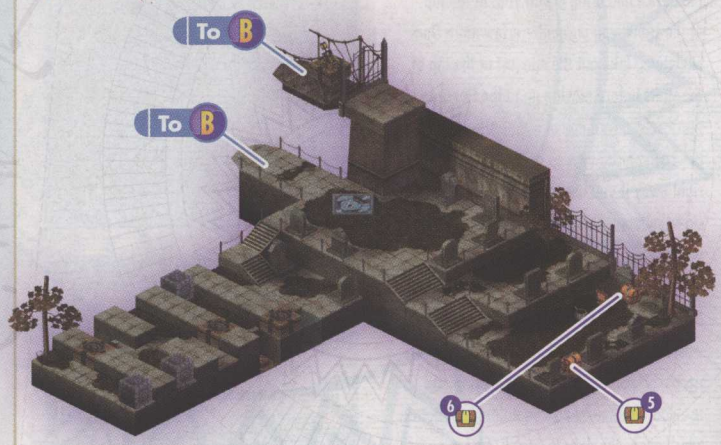
Notice the red floor switch at the edge of this walkway. Stepping on it lowers a candlestick nearby. Place the device on the button and use your Fire magic on it to hit the candlestick, which opens the door to Area B. [5]

AREA B

Take the stairs up and loot the **Treasure Chest** hidden behind the tree in the corner. [6] Continue up the stairs until you see another device. Here, you encounter two Onion Heads! Whack these weeds and watch out for the Dark Bat that appears, flying to the right of this platform. Leave the device there for now and clear out the vermin; make use of the **White Barrel** and open the **Treasure Chest** up the next small set of stairs. [7] As you approach the chest, a Dark Cockatrice appears. Use your Recovery magic on it, as you have against the other dark foes, and take it down. There is a **White Barrel** to your right as well.

Continue up the last set of stairs, ignoring the Blue Orb for now. At the top, you face a pair of Dark Elementals! These vicious creatures are even more dangerous than their counterparts. Like other Elementals, they are highly resistant to physical damage. Stack Raise and Cure on them to blast them with Holy magic, which inflicts a great deal of damage on these dark beasts. Then, head to the right to reach Area C.

AREA C



Proceed to the right and down the stairs to encounter a pair of Dark Bats. Decimate them and find the two nearby **Treasure Chests** for you to empty. [8] Return to the entrance and take the small set of stairs down. Walk all the way down to the first block, eliminating the Seedspitter in your path.

There are three red floor switches that you must press in order to open the upper way into Area B. Grab the moveable block in the middle and drag it straight left across the track before positioning it on the switch. [9] Next, push the first block onto the switch at the end of its track. [10] Activating these two switches lowers the tiles that bar the way for the last block. Get the third and final block and drag it through the tracks. [11] Bring it to the other end of the area and drop it onto the red floor switch, which is covered by water. [12] An **Urn** appears on the right-hand side of the area.

Pick up the **Urn** and drop it onto the **Blue Plate** near the entrance. Immediately jump on top of the **Urn** and ride it up to jump to the upper entrance to Area B. [13] Cross back into Area B and hit the switch. Drop down and run across the area with the Blue Orbs, avoiding (or fighting) the Dark Elementals, to reach Area D.

AREA D

Head to the left, taking out the Seedspitter and the Dark Bats in your way. A **White Barrel** and a **Treasure Chest** are there to reward your efforts. [14] Clear the area, pick up the box in the upper corner, and move down the stairs. Eliminate the Onion Head and Dark Bat in your way.

Clear the poison from the device and touch the crystal blocks to make them retract into the floor. [15] Carry the device up a level and set it on the tile at the edge. Once it is in place, go back down, get the box, and place it on the red floor switch in the alcove (the one revealed when you touched the crystal blocks). [16] This raises the tile with the device. Take the **Urn** and place it in front of this tile on the red floor switch to act as a step. Jump onto the tile with the device and cast Fire on it to ignite the candlesticks, opening the upper doorway to Area B. [17] Pick up the **Urn** and place it on the **Blue Plate**. Ride it up as you did in Area C to reach the upper doorway of Area B.

MULTIPLAYER TIP!

MULTIPLAYER TIP

This is a great place for some multiplayer help. Your AI party members sometimes like to get in the way when you are moving the box onto the red floor switch. If you've got a friend to help you out, it is much easier to maneuver everything into place.

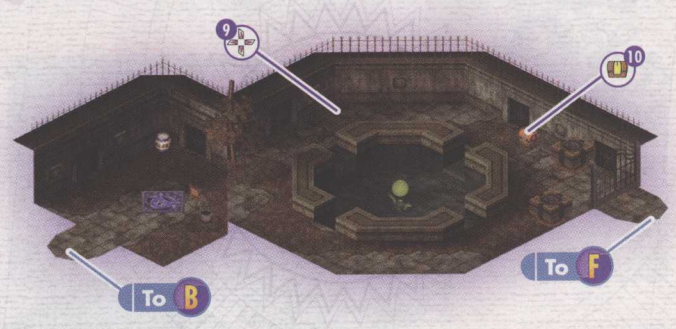
BURIED TREASURE!

Before going up to Area B, be sure to grab the buried treasure located in the back corner. [18]

AREA B

Flip the switch to drop the third and last Blue Orb. Jump down and take out the Dark Elementals. Remember that Holy magic works wonders against these monsters. Go down the stairs past the foes that try to stop you, and take the device. Bring it up and place it on the pedestal between the Blue Orbs. [19] Use Blizzard to activate all three Orbs simultaneously; this opens the door to Area E, located directly behind the device.

AREA E



The air in this area is poisonous! Immediately pick up the **Urn** and place it on the **Purple Plate**. [20] This gives you protection from the poison for a short time. Take out the Bolt Golem that appears nearby. Pick up the **Urn** and carry it with you. Set it down near the water and use Thunder magic on the Orb in the center of the pool. [21] There is a Dark Sahagin lurking in the water, so you'll need to take care of it as well.

When you activate the Orb, a post switch appears on the left side of the water. Before activating it, carry the **Urn** over towards the doorway to Area F and set it down next to one of the covered floor switches. Eliminate the Cloud Bees and the Bolt Golem on this side of the room, then open the **Treasure Chest** here as well. [22]

Poison Protection

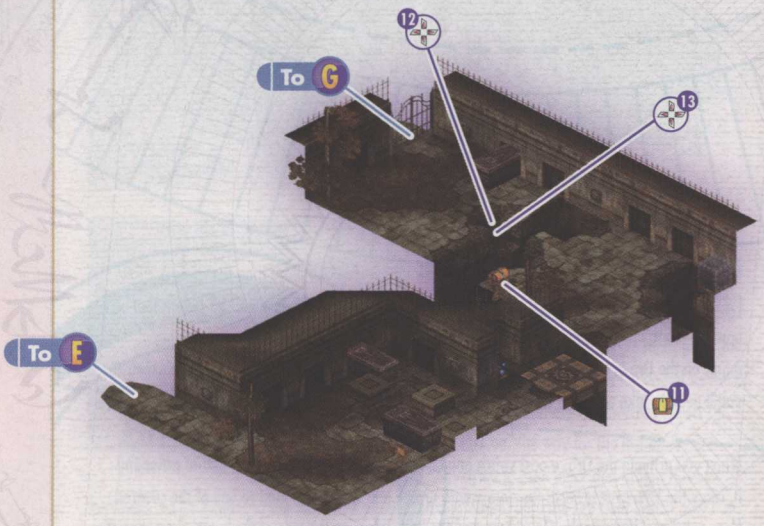
If at any time the Urn's poison protection runs out, return it to the Purple Plate to recharge, then pick it up and carry on.

Head back to the pool and activate the post switch which exposes the red floor switches. Quickly head out of the pool as soon as it activates. Grab the **Urn** and place it on one of the exposed floor switches. Swiftly step on the other one to open the door to Area F. [23]

BURIED TREASURE!

Before moving on, unearth the stash in the corner of the room! [24]

AREA F



Cross over the coffin and deal with the Bolt Golem and Seedspitter. Crush these nefarious creatures, then grab the coffin and drag it across the coffin you previously placed over the chasm. [29]

Continue pushing it to the far right until it fits into the hole in the rock. [30] Now, drag the moveable block across this coffin and the chasm to the rusted floor switch in the depression near the door. [31] This opens the way to Area G.

Take down the Cloud Bees that come at you almost as soon as you enter. Remember to Clear the poison if you get stung, and be ready for the Onion Head here as well. That isn't a **Treasure Chest** you see hidden in the alcove on the left but rather a lurking Mimic, waiting to pounce on unsuspecting adventurers! Take it out to claim its treasure for yourself. [25]

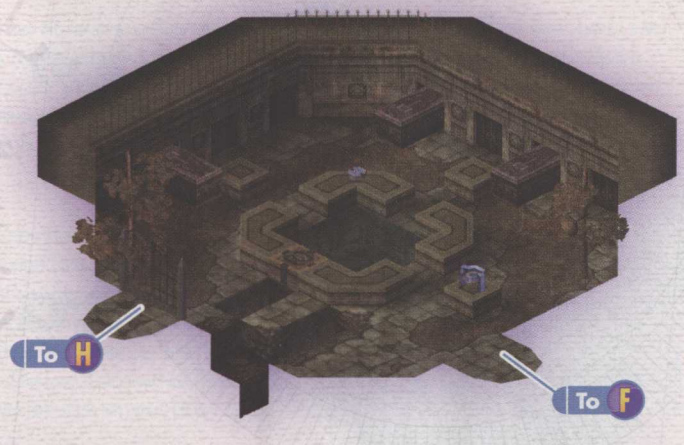
Grab the coffin closest to the far wall and drag it all the way to the right. [26] Push it onto the large tile and stand next to it, then hit the switch. [27] Push the coffin off the tile and deal with the two Dark Elementals that appear. Plunder the **Treasure Chest** on the left. Once the way is clear, drag the coffin over to the chasm in the middle of the room and push it into the hole. [28] There is only one spot where it fits, so place it correctly.

BURIED TREASURE!

While digging in a graveyard might not always be the best idea, this time it pays off! Grab the buried treasure near the crack in the floor before continuing to Area G.

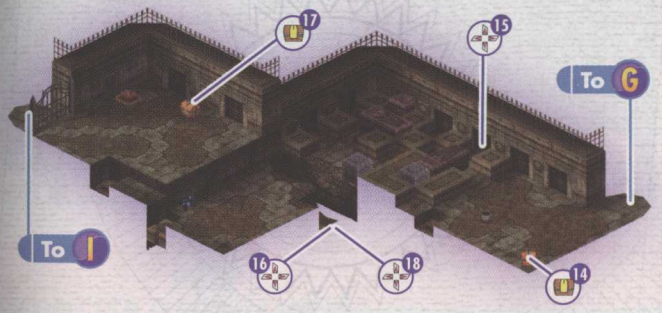
AREA G

When you enter the area, you have to contend with two Dark Sahagins. Use your Recovery magic to pop them out of the shadows as quickly as possible and let them have it. Stomping attacks work well against these slimy fiends. Move to the right of the entrance to take out the swarm of Cloud Bees. Be sure to get their hive as well! Once you've eliminated the monsters, grab the nearby coffin and drag it all the way to the left, past the **Key Pedestal**. [32]



Hop over to the other side, drag the first coffin to this same area, and drop it into the hole. [33] Next, get the coffin on the right that you moved nearby. Push it over until it fits in the center slot and activates the red floor switch in the depression. [34] This moves the tile out of the way. Finally, drag the remaining coffin from the back of the area up with the rest. Move it into position on top of the center coffin and push until it is sticking far out into the water—almost to the point where it looks like it might topple in. [35] Climb on top and use Clear magic to free the **Keystone** from its poisonous prison. If the **Keystone** drops into the water, the coffin isn't pushed out far enough. Move it a bit more and try again. Once you've got the **Keystone**, place it in the **Key Pedestal** to the right to open the door to Area H.

AREA H



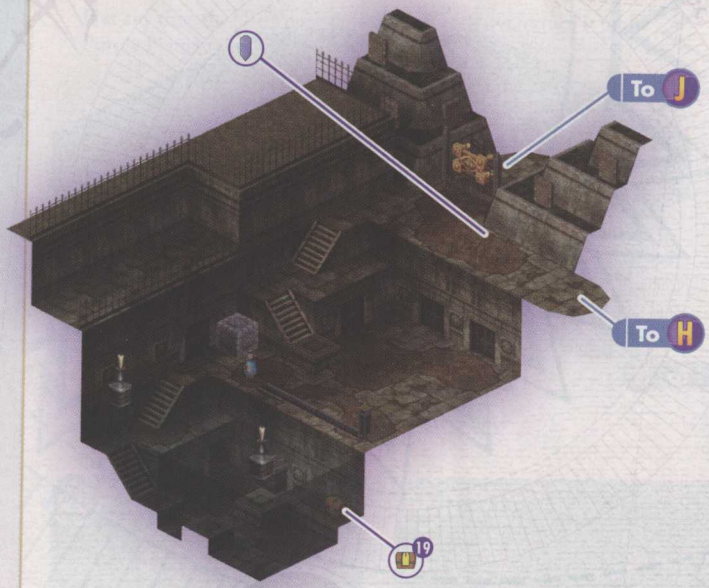
This area is filled with poison! As soon as you enter, head straight for the first coffin. Grab it and pull it slightly towards the crypt, giving you space to get around it and push from the other side. Shove it completely into the crypt. [36] Grab the adjacent moveable block and pull it out and to the right; place it on the rusted floor switch. [37] This causes a **Purple Plate** to appear beneath the **Urn**, giving you some protection from the poison. Don't be shy about bringing the **Urn** back here to recharge as you move through this area. The poison damage is too great to soak up for a long time. Quickly heal yourself, then open the **Treasure Chest** to find Ether and a Potion.

Pick up the **Urn** and carry it over near the next moveable block. Scoot the block back as far as possible, then grab the nearest coffin and push it back into its crypt. [38] Take hold of the coffin to its right and pull it all the way out to the crack in the floor. Push it to the left and into the crack until it forms a makeshift bridge. [39] While you are moving coffins around, your party can sometimes get in your way. If this happens, just gather them behind you to clear your path.

Cross your new bridge with the **Urn** to take on the two Dark Cockatrices here. Once the area is clear, drag the moveable block from the other side across the coffin. Grab the **Urn**, remembering to recharge it if needed, and place it on the tile next to the switch. [40] Place the block on top of the Urn and activate the switch to raise the tile. You can now drag the block over to the rusted floor switch nearby. [41] When you jump up to the next area, there are two Dark Skeletons waiting. Move the **Urn** to give you protection from the poison, and take on these foes. The **Treasure Chest** nearby contains recovery items to help you out. Step on the red floor switch to open the doorway to Area I.

BURIED TREASURE!

Grab the secret stashes from behind the first coffin you moved from deep within the chasm dividing the area. You won't be sorry!



Make your way down the stairs to the moveable block. Drag it to about the halfway point of the post switch track and push it to the edge of the water where it is not blocking the track, but does not fall in the pool. [42] Activate the post switch and jump into the pool. When the water drains, pull the coffin out of the crypt before pushing it to the right. [43] Take a moment to loot the **Treasure Chest** in the right-hand corner of the pool to find a **Jewel**. When you activate the post switch, two Dark Elementals and a Dark Skeleton appear near the switch. Take them down while waiting for the pool to refill.

When the water comes back up, push the coffin farther to the right. Once again, use the post switch to drain the water and move the coffin underneath the block that is hanging over the water's edge. [44] When the water comes back, the coffin bobs to the surface underneath the block, and you can push the moveable block out onto it. Once the block is on the coffin, drain the water again, drop down, and pull the coffin away from the wall so it sits beneath the device floating overhead. Push the block to the end of the coffin. When the water fills back up, stand on the block to use Clear on the device, dropping it onto the block. [45]

Next, use Fire on the device to ignite the candlesticks. If the device is not in the correct spot, you can move the block or the coffin to get the perfect placement. Don't worry: if you drop the block or the device in the water, they reappear in their original spots. Once you light the candles, three Bolt Golems appear, along with a **Dungeon Key** next to the post switch. Take them out quickly before they can explode, and claim your prize! Head back up the steps to reach the locked door to Area J.

BOSS ENCOUNTER

Celeb

This cranky curse has been causing trouble in the graveyard for far too long! She begins the battle in shadows like the other dark foes you've faced in the graveyard. [46] Use your Recovery spells to snap her out. This is a challenging battle, so keep a close eye on your HP at all times.

Celeb has quite a few tricks at her disposal, including a poison attack that she uses quite often. Immediately Clear this when you become afflicted, and keep a close eye on your teammates as well. She uses her scythe to full effect. The scythe swing stuns those hit by it and when you stand on her, Celeb twirls her scythe to remove you. She also can lift and hold an unfortunate victim rendering them unable to act while Doom is being cast on them. [47] This status ailment places a counter on a character that counts down from ten. Once it reaches zero, the character is automatically KO'd. The only way to avoid this is to Clear the status ailment. Do so as soon as you see this happen to a character, because you'll be casting Raise if you aren't quick enough. However, if you hit the attack and jump buttons, you will break out of the hold sooner and could possibly save yourself some major trouble.

This boss is not without her weaknesses. When Celeb charges, leaving a trail of evil flame in her wake, she can sometimes knock herself silly and become vulnerable to attack. Keep an eye out for this and take full advantage of this brief faux pas. Celeb makes up for this by being able to cast Doom, Bio, Fire, Blizzard, Lightning (which locks attack and magic), and a Charm spell.

This battle is extraordinarily HP- and MP-intensive, and you won't last long without being able to replenish your stores. Luckily, every so often Celeb summons a Black Diamond. Each Black Diamond casts Blizzard, Fire, and Lightning, damaging you and applying a troublesome effect (like freezing you in place). Together, two can cast even more powerful spells! However, when you take them out, they yield a Potion and Ether, allowing you to refill your HP and MP. Destroy these as soon as you see them to avoid the extra damage they cause. [48]

Just like the other bosses you have faced, Celeb has a vulnerable area. Hers is the diamond just behind her head. [49] Use Jump attacks to reach it and when you manage to knock her to the ground, take full advantage of her prone position to deliver the pain to this weak spot. [50] Thankfully, the best strategy is based on the fact that Celeb is the clumsiest boss ever! She will literally run into walls without any coaxing. Once Celeb hits that wall, she will come out of the shadows (without needing to cast a spell) and be stunned for approximately 15 seconds. You can cross the field and still be able to get in a few good attacks to Celeb's weak spot before she recovers. To do this, stay as far away from her as possible while you run around the outer edge of the room. Celeb eventually loses patience and charges at you from a distance and runs directly into the wall about 80% of the time! 20% of the time she'll hit you, but a Cure should negate the damage incurred.

Running around the edge of the room allows you to avoid all the physical attacks and spells cast by Celeb or the Black Diamond, and lets you conserve your MP from wasted spells that bring Celeb out of the shadows. The only spells you should worry about are those from the Black Diamond while you're stomping on Celeb's weak spot. Using this strategy and assuming that you'll get a bit o' luck, you may not take any damage at all during the entire battle. Soon Celeb will fall to your incredible skills and you'll be one step closer to unlocking the mystery surrounding the crystals.

MONSTER DROP TABLES

BOLT GOLEM

Common Materials: Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	E F I	Gold Shard	20%	Stun Orb	30%	Dark Orb	50%	130 Gil	20%
H V	E F I	Mythril Shard	20%	Stun Orb	30%	Dark Orb	50%	420(840) Gil	20%

CLOUD BEE

Common Materials: Tree Branch, White Dust, Honey Acid

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	E F G	Dark Dust	20%	White Dust	20%	Time Orb	30%	Striped Apple	25%
H V	E F G	Dark Dust	20%	White Dust	20%	Time Orb	25%	Striped Apple	25%

DARK BAT

Common Materials: Dark Dust, Odd Angled Eye

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C D J	Dark Dust	20%	White Dust	20%	Dark Orb	50%	Time Orb	50%
H V	B C D J	Dark Dust	20%	White Dust	20%	Dark Orb	50%	Phoenix Down	30%
N H V	C	Dark Dust	20%	White Dust	20%	Dark Orb	50%	Scratch Cards 10-09	50%

DARK COCKATRICE

Common Materials Black Feather, Cockatrice Scale

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B H	Dark Dust	20%	Gold Shard	20%	Dark Orb	50%	Striped Apple	30%
H V	B H	Gold Shard	20%	Blue Stone	20%	Dark Orb	50%	Stun Orb	25%

DARK ELEMENTAL

Common Materials Dark Dust, Element Gem

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
H V	H	Thunder Orb	50%	Ice Orb	50%	Fire Orb	50%	Cherry Cluster	100%
N H V	B F I	Thunder Orb	50%	Ice Orb	50%	Fire Orb	50%	Cherry Cluster	100%

DARK SAHAGIN

Common Materials Silver Shard, Stained Fin

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	E G	Gold Shard	20%	Dark Orb	30%	Cherry Cluster	50%	130 Gil	20%
H V	E G	Mythril Shard	20%	Dark Orb	30%	Dark Orb	50%	420(840) Gil	20%

DARK SKELETON

Common Materials Stained Bone, Skull

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A H J	Gold Shard	20%	Stun Orb	30%	Dark Orb	50%	130 Gil	20%
	I	Dark Dust	20%	Gold Shard	20%	Dark Orb	50%	Striped Apple	30%
H V	A H I J	Mythril Shard	20%	Stun Orb	30%	Dark Orb	50%	420(840) Gil	20%

MIMIC

Common Materials Mimic Talon, Mimic Slough, Mu Parchment

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	F	150 Gil	100%	Dark Stone 1	30%	Holy Stone 1	30%	150 Gil	30%
H V	F	Cursed Mask	50%	470(940) Gil	50%	—	—	—	—

ONION HEAD

Common Materials Sturdy Vine, Unknown Seed, Moogle Plant

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A B D F	Dark Dust	20%	Moogle Plant	20%	Time Orb	50%	130 Gil	20%
H V	A B D F	Moogle Plant	20%	Red Stone	20%	Time Orb	50%	420(840) Gil	20%

SEEDSPITTER

Common Materials Unknown Seed, Curious Petal, Moogle Plant

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A C F	Tree Branch	20%	Moogle Plant	20%	Time Orb	50%	Stun Orb	30%
H V	A C D F H	Yew Branch	30%	Moogle Plant	30%	Time Orb	50%	Stun Orb	25%

CELEB

Common Materials Magician's Soul, Magician's Gravepost

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Mighty Heart	10%	White Dust	50%	Magician's Gravepost	50%	—	—
	2	Black Gold	100%	Platinum	100%	Gold	50%	Gold Shard	50%
	3	Gold	100%	Seraph Dust	100%	Gold Shard	50%	Copper	50%
	4	Oak Branch	50%	Silver	50%	Steel	50%	—	—
	5	Sei Gem	30%	Ki Gem	27%	Sui Gem	23%	150 Gil	20%
	6	150 Gil	100%	150 Gil	100%	150 Gil	100%	150 Gil	100%
H V	1	Mighty Heart	20%	Magician's Soul	50%	Magician's Gravepost	50%	—	—
	2	Mythril Shard	100%	White Dust	100%	Mythril	50%	Abyssian	50%
	3	Dark Dust	100%	Mythril	100%	Mythril Shard	50%	Orichalcum	50%
	4	Yew Branch	100%	Dark Orb	50%	Phoenix Down	50%	Holy Orb	50%
	5	Ran Gem	38%	Haku Gem	31%	Kurenai	23%	Shisui	8%
	6	470(940) Gil	100%	470(940) Gil	100%	470(940) Gil	100%	470(940) Gil	100%

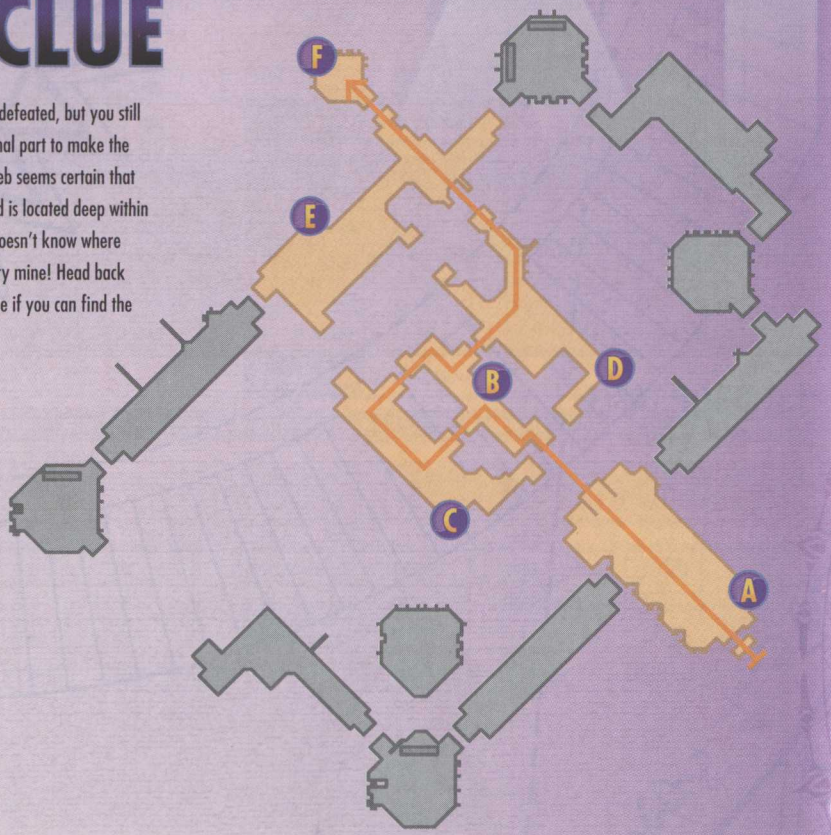
CHEST DROP TABLE

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	Scratch Cards 06-01	80%	Scratch Cards 16-03	80%	—	—	—	—
		N H V	Scratch Cards 06-01	100%	Scratch Cards 16-03	100%	—	—	—	—
	2	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	75%	White Dust	75%
		N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
B	3	N H V	130 Gil	100%	Gold Shard	75%	Gold	25%	—	—
		N H V	Mythril Shard	75%	Mythril	50%	420(840) Gil	100%	—	—
	4	N H V	150 Gil	100%	150 Gil	100%	150 Gil	50%	150 Gil	25%
		N H V	420(840) Gil	100%	420(840) Gil	100%	420(840) Gil	50%	420(840) Gil	25%
C	5	N H V	Gold Shard	100%	Gold Shard	100%	Gold Shard	75%	Gold Shard	50%
		N H V	Mythril Shard	75%	Mythril Shard	100%	Mythril	50%	Mythril	25%
	6	N H V	130 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
		N H V	Ether	100%	Potion	100%	420(840) Gil	100%	—	—
D	7	N H V	Scratch Cards 12-08	80%	Scratch Cards 13-09	80%	—	—	—	—
		N H V	Scratch Cards 12-08	100%	Scratch Cards 13-09	100%	Scratch Cards 14-13	80%	—	—
	8	N H V	130 Gil	100%	130 Gil	100%	130 Gil	50%	130 Gil	25%
		N H V	Yew Branch	100%	Oak Branch	50%	Tree Branch	50%	—	—
E	9	N H V	Scratch Cards 08-04	80%	Scratch Cards 16-01	80%	—	—	—	—
		N H V	Scratch Cards 08-04	100%	Scratch Cards 16-01	100%	—	—	—	—
	10	N H V	130 Gil	100%	Gold Shard	75%	Gold	25%	—	—
		N H V	Mythril Shard	100%	Mythril	75%	Orichalcum	25%	—	—
F	11	N H V	Ether	100%	Potion	100%	130 Gil	100%	—	—
		N H V	Ether	100%	Potion	100%	420(840) Gil	100%	—	—
	12	N H V	Scratch Cards 15-08	80%	Scratch Cards 16-02	80%	—	—	—	—
		N H V	Scratch Cards 15-08	100%	Scratch Cards 16-02	100%	Scratch Cards 07-10	80%	—	—
	13	N H V	Dark Drops	25%	—	—	—	—	—	—
H	14	N H V	Ether	100%	Potion	100%	130 Gil	100%	—	—
		N H V	Ether	100%	Potion	100%	420(840) Gil	100%	—	—
	15	N H V	Scratch Cards 01-08	80%	—	—	—	—	—	—
		N H V	Scratch Cards 01-08	100%	—	—	—	—	—	—
	16	N H V	Scratch Cards 04-17	80%	—	—	—	—	—	—
		N H V	Scratch Cards 04-17	100%	Scratch Cards 01-09	80%	Scratch Cards 14-18	80%	—	—
	17	N H V	Ether	100%	Potion	100%	130 Gil	100%	—	—
		N H V	Ether	100%	Potion	100%	420(840) Gil	100%	—	—
	18	N H V	Anti-Dark Drops	25%	—	—	—	—	—	—
I	19	N H V	Anti-Dark Stone 1	33%	Anti-Time Stone 1	33%	Anti-Stun Stone 1	33%	—	—
		N H V	Sorcerer Robe	50%	470(940) Gil	50%	—	—	—	—

11

A CLUE

Celeb has been defeated, but you still need an additional part to make the device work. Celeb seems certain that the part you need is located deep within a mine, but she doesn't know where to find this mystery mine! Head back to the library to see if you can find the information there.



CHIMERA

STAT	N	H	V
HP	1476	3317	4657
EXP	640	5913	5913

DARK ELEMENTAL

STAT	N	H	V
HP	148	1722	3222
EXP	620	5941	5941

FIRE ELEMENTAL

STAT	N	H	V
HP	148	344	644
EXP	620	5894	5894

ICE ELEMENTAL

STAT	N	H	V
HP	148	344	644
EXP	620	5894	5894

MAGIC GOLEM

STAT	N	H	V
HP	1279	2734	3934
EXP	630	5903	5903

MAGIC POT

STAT	N	H	V
HP	984	2599	3909
EXP	615	5889	5889

MIMIC

STAT	N	H	V
HP	1279	3304	4754
EXP	635	2354	2354

PRICKLY TORTOISE

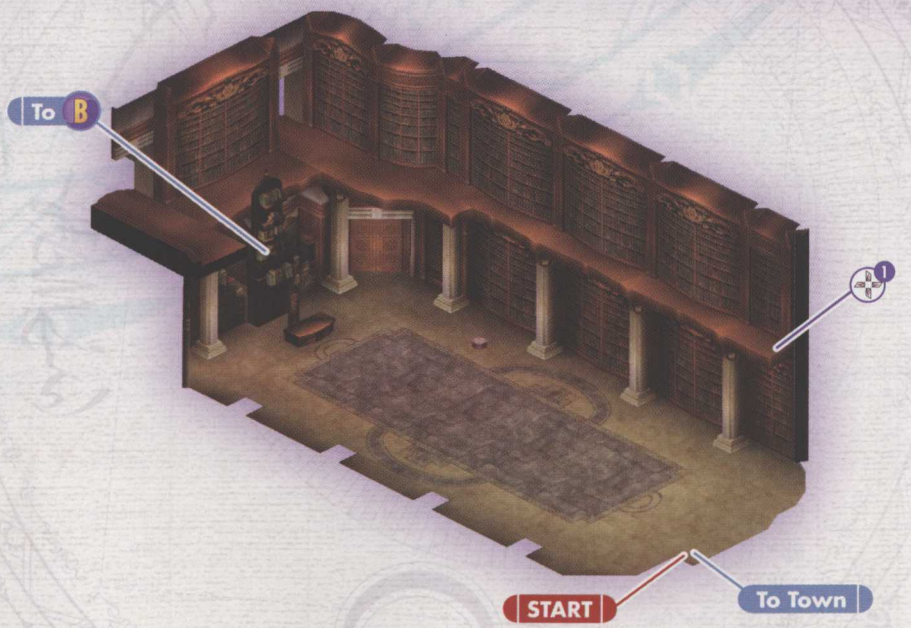
STAT	N	H	V
HP	886	2206	3376
EXP	615	5889	5889

THUNDER ELEMENTAL

STAT	N	H	V
HP	148	344	644
EXP	620	5894	5894

THE LIBRARY

AREA A

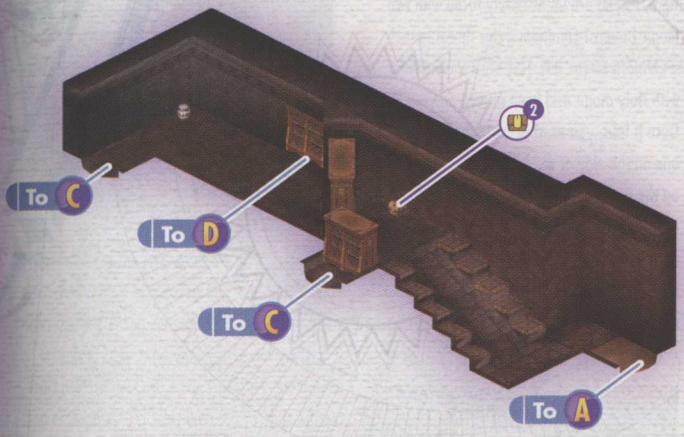


As you enter the lobby, you are faced with two pairs of Dark Elementals. Avoid their magic target rings and be quick to use Holy magic to take them out. A secret passageway opens up behind the desk once you have eliminated all four. [1] Head through it to reach Area B.

BONUS BOSSES

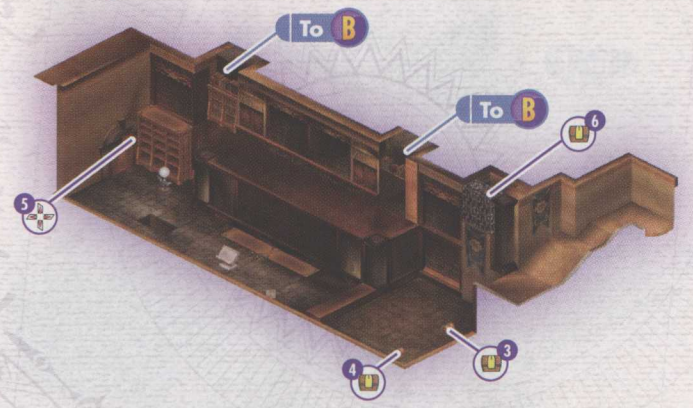
After eliminating the four Dark Elementals, a portal opens in the floor of this area. Gather your party into it to access bonus boss battles. For more information on the various bosses, see the ***Extras*** *section of this guide.*

AREA B



When you first enter this area, you are faced with a Magic Golem. This Golem is tougher than the usual ones you have faced, so make sure your whole party gangs up on it to take the creep down quickly before it explodes. Head up the ramp and take on the Magic Pot that tries to impede your progress. You encounter a Prickly Tortoise at the top of the ramp. Use your magic and Charge attacks to quickly get past its Guard. [2] Once you put it down, the passageway to Area C opens. Loot the **Treasure Chest** before moving on.

AREA C

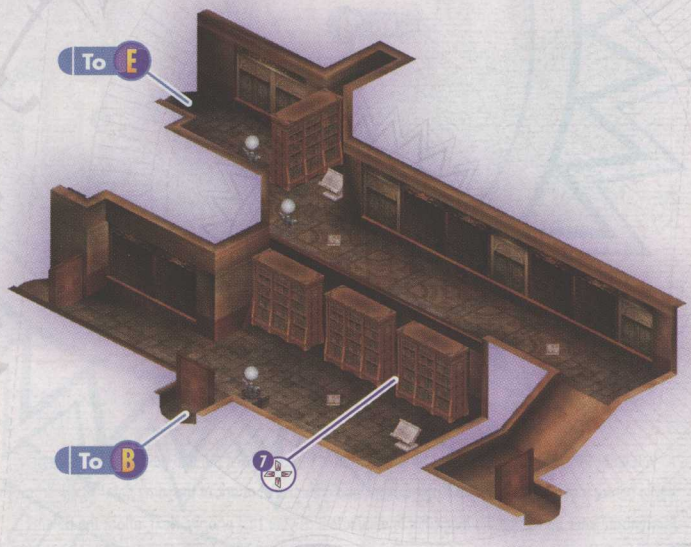


As you enter this area, another Prickly Tortoise rolls in to attack. Take it out and get ready for a tough battle before moving forward. Two Magic Golems and a Magic Pot attack at the same time! [3] Concentrate your attacks on the Magic Pot to eliminate it as your first priority. Next, attack the Golems. It's a good idea to use Blizzard on them to give you the chance to finish them off before they can explode.

A group of Elementals appears once you finish off these three monsters. Begin casting the appropriate magic to take them out as soon as you see them. The Dark Elemental in particular can inflict heavy damage, so be quick with your casting. [4] Once you've finished with the Elements, you are ready to move back into Area B.

AREA B

Upon entering this section of Area B, you'll see a **White Barrel**—a welcome sight after the battle you just survived! Take down the Magic Golems blocking your path. Once you do, the bookcase slides aside providing access to both Area D and the other side of Area B that you previously visited. [5]



When you enter this area, two Prickly Tortoises are there to greet you. Clear them out, pick up the white **Book**, and toss it on the **Lectern**. Quickly jump up on the sliding White Orb stand so that the **Book's** magic activates the Orb, which starts lowering and raising the center bookcase. [6]

Holy Magic

If you don't want to bother with using the white Books, you can just use Holy magic to activate the White Orbs.

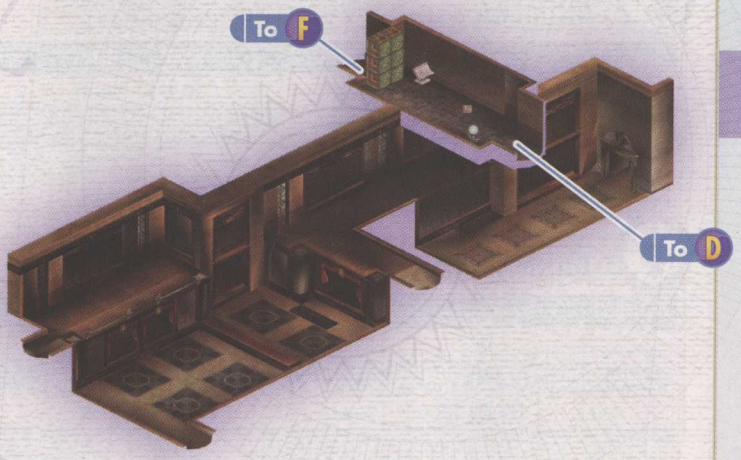
BURIED TREASURE!

Check between the bookcases to score a secret stash of buried treasure.

Ride the bookcase up and get ready for a tough fight, as you are immediately faced with two Magic Golems! Eliminating this threat reveals a Chimera on the left. [8] Blast this monster with Holy magic and keep an eye on your HP. Once it falls, you must activate the White Orbs: one on this side of the bookcase and the other on the opposite side. Walk to the right on the ledge and pick up the white **Book**. [9] Carry it to the left and place it near, but not on, the **Lectern**. Grab the other white **Book** nearby and throw it on the **Lectern**. Quickly move to the White Orb and use your magic target ring to guide the book's magic to the Orb. [10] As soon as the Orb activates, get the other **Book** and toss it on the **Lectern**. Use your magic target ring to guide the Book's magic to the White Orb on the other side of the bookcase. [11] Be careful! If you are too close to the edge of the bookcase, it is difficult to get the target ring placed correctly. You've only got a few seconds before the first Orb reappears, forcing you to start the process all over. Once both Orbs have been activated, the bookcase slides back and you can access Area E.

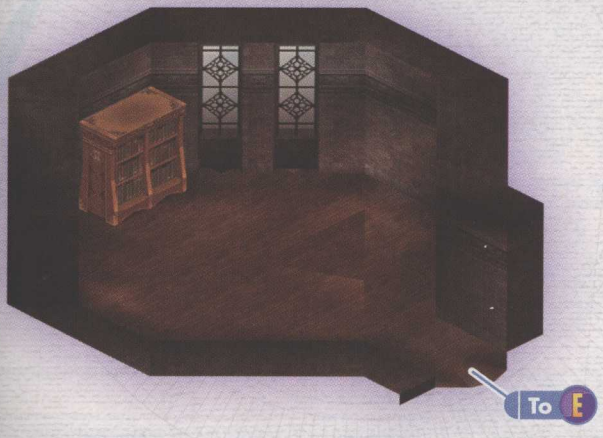
AREA E

Make sure you're ready for a fight before moving on. Two vicious little Magic Pots and a Magic Golem are waiting to ambush you ahead. Once you've dealt with the creatures, pick up the **Book** and place it on the **Lectern**. Quickly guide the **Book's** magic with your magic target ring all the way to the White Orb. **[12]** This opens the blocks guarding the way to Area F, though the door is still closed.



Three Elementals appear as soon as you activate the Orb: Fire, Thunder, and Ice. Quickly use your magic to take them out. Defeating them causes a brown **Book** to appear. Pick it up and place it on the **Lectern** to open the door. **[13]**

AREA F



This small room contains two Chimeras and a Dark Elemental that eagerly attack as soon as you set foot in their territory. **[14]** Cast Holy magic to take out the Dark Elemental first. Concentrate your attacks on one Chimera at a time to eliminate it as soon as possible. Though the room is small, use what room there is to avoid the enemy's magic and keep your HP up. These beasts can plunge you into Darkness, so quickly cast Clear if that happens. Hammer the Chimeras with Holy magic until they give in.

A bookcase containing a distinctive **Book** is at the back of the room. Read it to find the information you need and to return to the library doorway. **[15]** If you aren't equipped to deal with the Chimeras, or just don't want to, you can get the **Book** at any time.

MONSTER DROP TABLES

CHIMERA

Common Materials Yellow Feather, Feline Spirit, Chimera Blood

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D F	Gold Shard	20%	Time Orb	50%	Dark Orb	50%	130 Gil	20%
H V	D F	Mythril Shard	20%	Time Orb	50%	Dark Orb	50%	440(880) Gil	20%

DARK ELEMENTAL

Common Materials Dark Dust, Element Gem

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
H V	A	Scratch Cards 10-05	50%	Thunder Orb	50%	Ice Orb	50%	Dark Orb	50%
	A	Scratch Cards 10-05	50%	Thunder Orb	50%	Ice Orb	50%	Dark Orb	50%
	A C F	Thunder Orb	50%	Ice Orb	50%	Fire Orb	50%	Dark Orb	50%

FIRE ELEMENTAL

Common Materials Element Gem, Red Fay Dust, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C E	Red Fay Dust	20%	Red Stone	20%	Fire Orb	50%	Sriped Apple	50%
H V	C E	Red Fay Dust	20%	Red Stone	20%	Fire Orb	50%	Fire Orb	50%

ICE ELEMENTAL

Common Materials Element Gem, Blue Stone, Blue Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C E	Blue Stone	20%	Blue Fay Dust	20%	Ice Orb	50%	Cherry Cluster	50%
H V	C E	Blue Stone	20%	Blue Fay Dust	20%	Ice Orb	50%	Ice Orb	50%

MAGIC GOLEM

Common Materials Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C D E	Silver Shard	20%	Stun Orb	50%	Dark Orb	50%	130 Gil	20%
	D	Stun Orb	50%	Dark Orb	50%	Cherry Cluster	75%	130 Gil	20%
H V	B C D E	Mythril Shard	20%	Stun Orb	50%	Dark Orb	50%	440(880) Gil	20%
	D	Stun Orb	50%	Dark Orb	50%	Cherry Cluster	50%	440(880) Gil	20%

MAGIC POT

Common Materials Yellow Stone, Magic Stone, Vase Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C E	Blue Stone	20%	Magic Stone	20%	Red Stone	20%	Stun Orb	25%
H V	B C E	Blue Stone	20%	Magic Stone	20%	Red Stone	20%	Stun Orb	50%

MIMIC

Common Materials Mimic Talon, Mimic Slough, Mu Parchment

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C	Princess's Tiara	34%	Sui Gem	33%	150 Gil	33%	—	—
H V	C	440(880) Gil	75%	440(880) Gil	50%	440(880) Gil	50%	440(880) Gil	50%

PRICKLY TORTOISE

Common Materials Tortoise Shell, Gold, Gold Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C D	Steel	20%	Copper Shard	20%	Stun Orb	50%	Time Orb	50%
	D	Stun Orb	50%	Time Orb	50%	Star Carrot	75%	130 Gil	20%
H V	B C D	Gold Shard	20%	Steel	20%	Stun Orb	50%	Time Orb	50%
	D	Stun Orb	50%	Time Orb	50%	Star Carrot	75%	440(880) Gil	20%

THUNDER ELEMENTAL

Common Materials Yellow Stone, Element Gem, Yellow Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C E	Yellow Stone	20%	Yellow Fay Dust	20%	Thunder Orb	50%	Rainbow Grapes	50%
H V	C E	Yellow Stone	20%	Yellow Fay Dust	20%	Thunder Orb	50%	Thunder Orb	50%

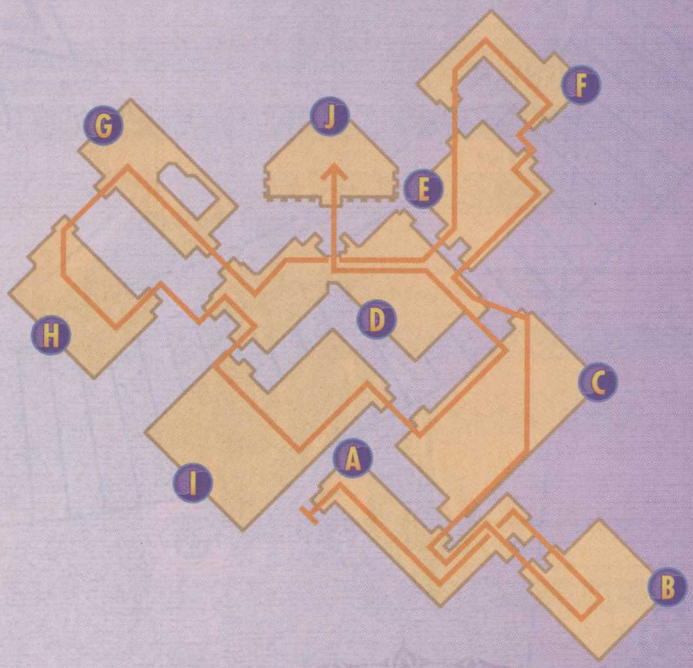
CHEST DROP TABLE

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	Scratch Cards 07-06	80%	Scratch Cards 12-11	80%	—	—	—	—
		N H V	Scratch Cards 07-06	100%	Scratch Cards 12-11	100%	Scratch Cards 12-15	80%	—	—
B	2	N H V	130 Gil	100%	Copper Shard	75%	Copper	25%	—	—
		N H V	440(880) Gil	100%	Mythril Shard	75%	Mythril	25%	—	—
C	3	N H V	Princess's Tiara	34%	Sui Gem	33%	150 Gil	33%	—	—
		N H V	Sui Gem	34%	Fruity Nugget	33%	Vegetarium	33%	—	—
	4	N H V	130 Gil	100%	Iron Shard	75%	Iron	25%	—	—
		N H V	Mythril Shard	100%	Mythril	75%	Orichalcum	25%	—	—
	5	N H V	MAG Drops	25%	Scratch Cards 05-08	80%	Scratch Cards 14-08	80%	—	—
		N H V	MAG Drops	25%	Scratch Cards 05-08	100%	Scratch Cards 14-08	100%	Scratch Card 05-09	80%
	6	N H V	Seishin no Shizuku	100%	—	—	—	—	—	—
D	7	N H V	Scratch Cards 01-02	80%	Scratch Cards 13-07	80%	—	—	—	—
		N H V	Scratch Cards 01-02	100%	Scratch Cards 13-07	100%	—	—	—	—

12

BURIED TREASURE

The book found in the library contained the location of the mine where Celeb says you can find the piece you need to activate the gate. Head south of town to reach the mine entrance, but beware—some unsavory creatures have made the mine their home.



THE MINE

AREA A

AHRIMAN

STAT	N	H	V
HP	1572	3472	4822
EXP	660	2524	2524

AMENBO

STAT	N	H	V
HP	734	1734	2734
EXP	330	2405	2405

BAT

STAT	N	H	V
HP	734	1734	2734
EXP	650	2520	2520

CHIMERA

STAT	N	H	V
HP	1572	3446	4786
EXP	655	2522	2522

COCKATRICE

STAT	N	H	V
HP	1048	2457	3657
EXP	625	2511	2511

DARK ELEMENTAL

STAT	N	H	V
HP	157	347	647
EXP	640	2516	2516

ICARUS MU

STAT	N	H	V
HP	734	1872	2952
EXP	640	2516	2516

MAGIC GOLEM

STAT	N	H	V
HP	1362	2834	4034
EXP	650	2520	2520

MINI MINE

STAT	N	H	V
HP	524	1219	2019
EXP	220	2365	2365

SAHAGIN

STAT	N	H	V
HP	1048	2628	3992
EXP	650	2520	2520

PRICKLY TORTOISE

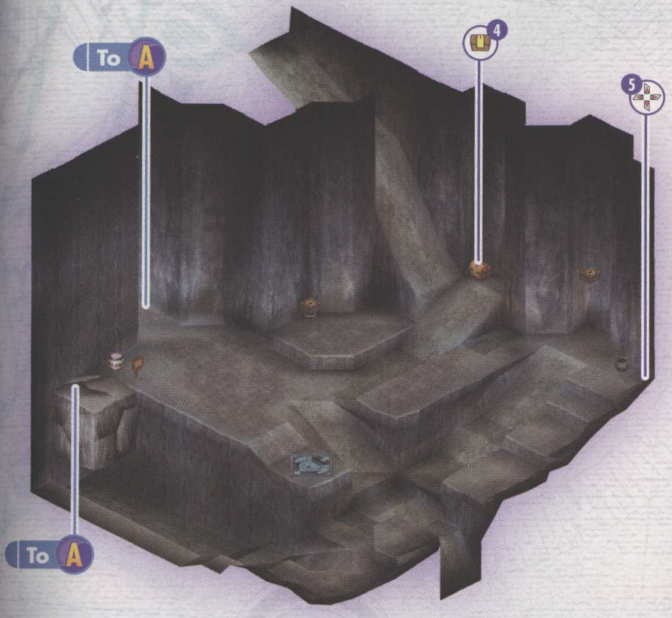
STAT	N	H	V
HP	943	2273	3443
EXP	610	2506	2506

HECTEYES BOSS

STAT	N	H	V
HP	9120	15180	16680
EXP	0	0	0

Enter the mine, but be careful. A Cockatrice and a Prickly Tortoise are waiting once you make your way down the steps towards the sign. Eliminate them and step onto the platform with the Red Orbs. This is a transportation device devised by the ancients. [1] To use it, cast Fire on any of the four Orbs to go in that direction. Don't run completely out of MP during your time in the mine; you can't move the platform unless you can cast Fire magic. When you move out into the water, a Sahagin appears! Head to the nearby ledge with the **Treasure Chest**. [2] Loot the chest, then move the platform all the way to the right and up. You'll encounter a Bat and another Sahagin on your way. Once they're destroyed, the doorway opens up to Area B.

AREA B



A Prickly Tortoise tries to stop you at the entrance, but you are more than a match for this lone monster. Remember, Charge Attacks work well against its Guard. Not content to let the Prickly Tortoise have all the fun, an Icarus Mu soon joins the battle. Like their weaker cousins, you can pick these critters up and slam them against the wall, forcing them to occasionally drop extra items.

There is a **White Barrel** next to the entrance if you need to replenish your stores after the battle. Notice the large rock next to the sign. [3] It is blocking the way back into the lower portion of Area A. You are going to use the large falling boulders in the area to smash the way open, but to do that, you need to direct their path.

Take out the Magic Golem that appears and go up the ramp to open the **Treasure Chest**. [4] This is directly in the path of the falling boulders, so move up quickly and stand next to the chest when opening it. Move to the right of this ramp and around the wall to locate an **Urn** and a pull switch.

Eliminate the Cockatrice and pick up the **Urn**, then set it directly beneath the pull switch. [5] Stand on top of it. This makes it much easier for you to jump up and reach the switch that causes the nearby wall to slide into the floor. It also provides the falling boulders a new path to follow.

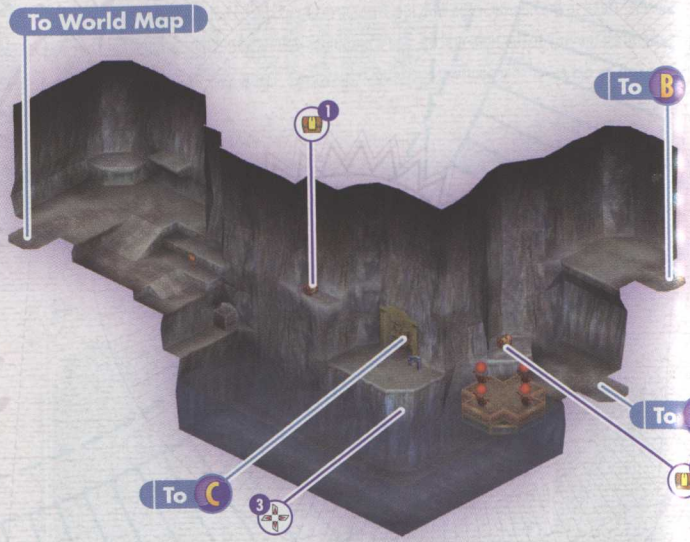
BURIED TREASURE!

Before moving on, run your magic target ring over the area next to the Urn's original location to unearth a buried treasure! [6]

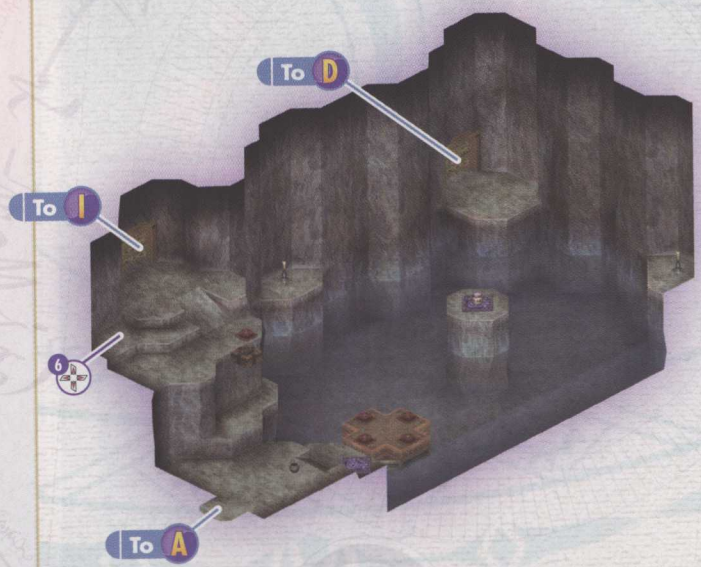
Grab the **Urn**, continue down the ramp and around, and set the **Urn** on top of the **Blue Plate**. [7] Quickly jump on top of it to reach the pull switch above. This lowers the last wall, directing the falling boulders to smash into the rock blocking the exit. Knock out the Magic Golem that appears nearby before heading into Area A.

AREA A

Removing that block has lowered the water level in Area A, allowing access to the shelf on the far left side of the room. There is a **Treasure Chest** straight across from the entrance just waiting for you to collect its contents. **[8]** Once you have cleaned it out, use the platform to make your way to the left side of the room, eliminating the Bat along your way. A Sahagin attacks as soon as you reach the ledge at the far left! **[9]** On its own, it shouldn't prove too difficult for your party. Remember that Stomping Attacks work well against this slimy foe. Grab the moveable block and drag it out of the niche in the wall, providing access to the **Keystone** inside. **[10]** Carry it onto the platform and move the vehicle to the right to reach the **Key Pedestal** guarding the doorway to Area C. Once you've dealt with the Sahagin guarding it, place the **Keystone** in the stand to proceed, but heal your party fully before continuing. **[11]**



AREA C



This whole area is highly poisonous! Grab the **Urn** near the entrance and immediately place it on the **Purple Plate**. **[12]** This poison is much worse than anything you've seen before, and the protection won't last long.

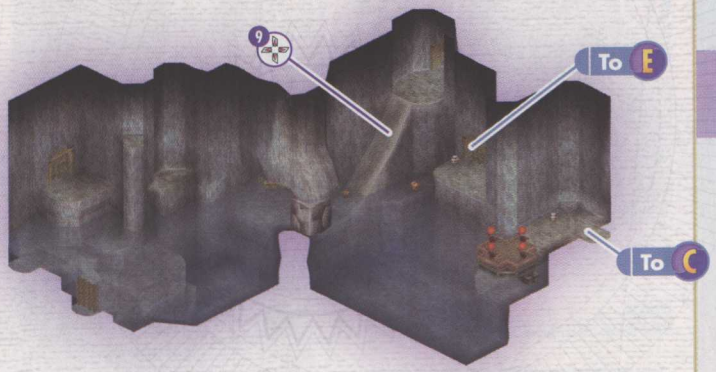
Grab the charged **Urn** and get on the platform. This moves in much the same way as the vehicle you last used; however, instead of using magic to steer, you step on the red floor switches. Take the platform to the upper right until you reach the ledge containing a candlestick. You must take out the intervening Dark Elemental before you can light it. These guys are pretty nasty; quickly blast it with a Holy spell to KO it. **[13]** Hop onto the ledge and quickly light the candlestick using Fire magic.

Your poison protection is likely failing by now. Quickly jump back onto the platform and move it to the pillar in the center of the room. Place the **Urn** on the **Purple Plate** here to recharge it. **[14]** There is also a **White Barrel** here, so feel free to replenish your stores.

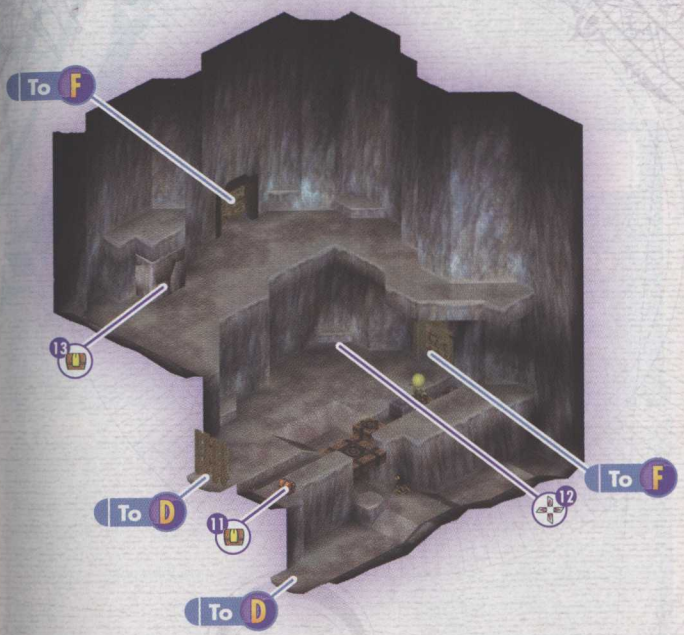
Take the **Urn** back onto the platform and move to the ledge on the left. Light the candlestick which opens the doorway to Area D. **[15]** Use the platform to move up to the door and into the next area.

AREA D

A **White Barrel** rests near the entrance to refill your HP and MP after making it through the poison in the last area. Jump onto the platform and exterminate the Bat that flies in to attack. Use your Fire magic to move the platform to the lower wall. Take on the Sahagin and another Bat that emerge to harass you. Wait for the pull switch to float by overhead and jump up, grabbing it. [16] This opens the gate to Area E. Move the platform over to the doorway to battle the Magic Golem that is guarding the passage. Take advantage of the **White Barrel** before heading in.



AREA E

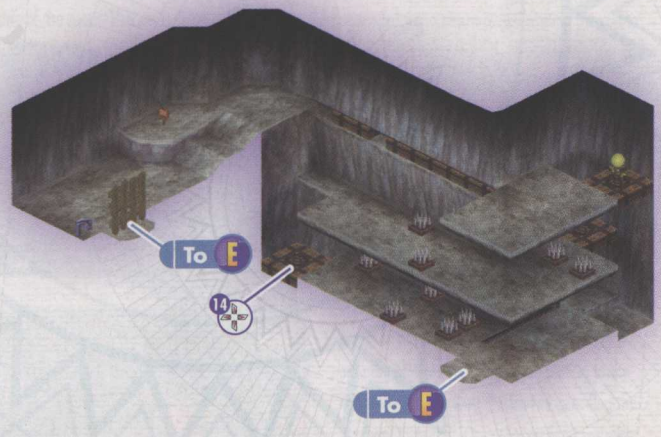


Walk towards the switch and take down the Cockatrice that appears. Flip the switch to lower the tile, letting you jump up onto the upper level. [17] Jump onto this level and head left to loot the **Treasure Chest** there. [18] Locate the Chimera lurking on the far side of the room. Use your Holy magic to blast it from long-range to minimize the damage it can inflict. Once it is out of the picture, use your Thunder magic on the Yellow Orb that appears. [19] This causes it to levitate out of the way, allowing you to push the moveable block onto the rusted switch near the door. [20] You can now access Area F.

BURIED TREASURE!

Before moving on, be sure to dig up the loot in the far corner of the room, to the left of the doorway. [21]

AREA F



Walk straight ahead and activate the post switch. As soon as you do, the first set of spikes to the left retracts into the ground. [22] Move left, avoiding the remaining spikes until you reach the moving tile on the far left. [23] Ride it up to the next level and run to the right, being careful to avoid the spike traps. Don't run through here with low HP, just in case. Jump over the last set of three sliding spikes and onto another tile that is moving up and down. Ride it up to the tile with the Yellow Orb. [24]

Once here, use Thunder magic to activate the Orb, which starts it moving up and down. Ride it all the way down and activate the post switch again. Quickly jump back on the tile that held the Yellow Orb and ride it all the way up to the top. Head to the left until you see a group of four tiles sliding in and out of the wall. [25] Jump across to the ledge on the far side, watching the timing of the tiles so that you can safely move across. Using a Selkie with Double-Jump is helpful here, but not strictly necessary. The tiles' movement is activated by the post switch as well, so you've only got a few seconds to make it across. If you don't succeed on your first attempt, ride the tile back down and reactivate the post switch.

A horde of Mini Mines attacks once you reach the far ledge! [26] When you eliminate them all, a **Keystone** appears. Use it on the **Key Pedestal** next to the door to unlock the gate leading to the upper ledge of Area E.

MULTIPLAYER TIP!

EVERYTHING IS EASIER WHEN YOU BRING A FRIEND!

This room is an excellent place to have some multiplayer help. It's a lot easier to make it across the sliding tiles if you have someone below to keep triggering the post switch, giving you all the time you need.

BURIED TREASURE!

After activating the post switch, grab the buried treasure beneath the tile past the spike traps on the lowest level.

AREA E

As soon as you enter, an Ahriman appears! Use Gravity to bring it down to your level and beat it down. The Ahriman can inflict hefty damage by casting Fire and Blizzard magic, so watch out for its magic target rings and get out of the way, even if you need to interrupt your own casting to do it. Attack it mainly from the side and back to avoid its powerful eyebeam as well, which hits everyone in front of it. [27] Circle around the monster and keep your HP up. Wear it down and claim the Oil Barrel it was carrying. Take the barrel over to the stone to the left of the doorway. [28] Ignite it with Fire and stand back! The explosion reveals a **Treasure Chest**!

After claiming your prize, head all the way to the right and stand on the tile to reach the middle level. Once here, use your Thunder magic on the Yellow Orb. [29] This causes the tile to rise, clearing the way for you to drag the moveable block into position, though it takes a few steps. Grab the block and push it all the way down, dropping it onto the large tile. [30] Jump down and activate the switch, raising the tile. Use the other tile to the right, which travels up and down, to get back up to the middle area. Grab the block and drag it to the far left and onto the rusted floor switch, opening the doorway to Area D. [31] If the Chimera at the back of the room gives you any trouble, or if you just want the extra experience, take it out just like you did on your first visit to this room before moving on.

AREA D

When you enter the area, step on the red floor switch to trigger a falling boulder. It rolls down the ramp in front of you and smashes the rock at the bottom! [32]

Swim through the area opened up by the boulder and jump onto the platform vehicle. Drive it to the ledge with the box. [34] When you approach, a Magic Golem appears. Jump onto the ledge and take him down. Grab the box and place it on your platform. Next, steer the vehicle over to the ledge on the left with the doorway and red floor switch. [35]

An Ahriman attacks as you approach! As before, watch out for its eye beam as well as its stunning spin attack. Once it is out of commission, place the box on the red switch. This causes a pull switch to appear over the water to the right. Return to the platform and hop on, moving it if necessary. Grab the switch that opens the door to Area G. [36]

BURIED TREASURE!

Sometimes you can find good stuff in the most unlikely of places. Head halfway down the ramp and dig up the treasure buried there. [33]

AREA G

If you need to refuel, use the **White Barrel** nearby. Use Blizzard to charge up the Ice Pot here and carry it to the small pool. [37] Wait until the sliding tile floats all the way to the right, then toss the pot into the water. Now that the pool is frozen, slide the moveable block across the ice onto the rusted floor switch, which sets the nearby tile to moving vertically. [38] Take out the Cockatrice here before heading back across the ice and grabbing the .

Carry the Fire Pot to the moving tile and head up to the upper level of this room. Ignite the Fire Pot and throw it onto the small pool of ice, freeing a third Yellow Orb to join the two already there. [39] Go over to the rope and pulley and clear out the Magic Golems in the way. Ride the rope and pulley about halfway down and jump onto the small tile on the wall. [40]

Switch to another character and have them ride the rope all the way down to the end near the entrance. Activate the post switch and revert to the character on the small tile. The post switch causes the tile you are now on to slide over, and another one to drop down beside it, next to the wall. Walk onto this other tile and wait. [41] Once the post switch makes it all the way back down its track to the starting position, the tile you are standing on rises to be adjacent to a ledge. Jump onto the ledge to loot the **Treasure Chest** and take the device. [42]

There's a red floor switch located at the right-hand side of this ledge. Pick up the device and step on the switch to ride the tile back down to the lower level. Carry the device back up to the waiting Yellow Orbs. Place it in the center and use your Thunder magic on the device to activate all three Orbs at once, opening the way to Area H. [43]

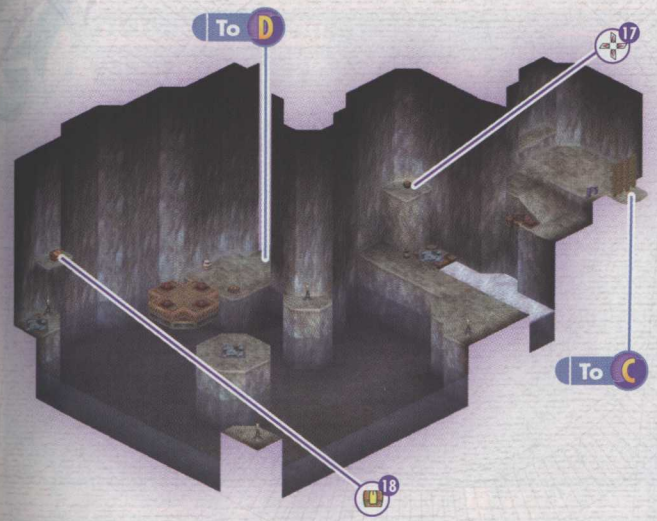
AREA H

Walk straight ahead from the entrance to locate a **Treasure Chest**. [44] Once you have collected your loot, follow the path all the way down, watching out for falling boulders. When you pass the first pool, get ready for an attacking pair of Icarus Mus. After clearing them out, continue down the path until you reach the box near the bottom. [45] Pick up the box and toss it onto one of the red floor switches to save yourself time later. Make your way back up the ramp until you reach the first pool. Stand on the red floor switch to cover the pool and wait for a boulder to roll over it. [46] As soon as the boulder crosses, jump straight down to the second pool with the two switches. Since you've already placed the box on one of the switches, stand on the other switch before the boulder makes it there. [47] You are racing the boulder and a split second can make all the difference. Your work directs the boulder to smash into the stone at the bottom of the ramp, granting access to Area D.

AREA D

You've got a healthy-sized group of monsters to contend with in this small space! First, take on the Magic Golem that appears near the entrance. Don't let it explode, as you can ill afford the damage in the ongoing battle. Continue the fight by taking down the Chimera near the water. [48] Remember to use Holy magic to end the fight as quickly as possible. Next, clear out the two Amenbos and the Ahriman in the water. The Amenbos can dish out some damage with their magic, but the Ahriman is the true threat, so watch out for its vicious attacks. A dose of Gravity will knock it down, and then you can eliminate all three monsters. Once you've taken care of all the creepy creatures, the doorway to Area I opens. Loot the **Treasure Chest** across from the entrance before leaving. [49]

AREA I



There is a **White Barrel** directly inside the entrance to help you replenish your HP and MP after the battle you just survived. Using the platform, make your way around the room lighting the four candles, one on each ledge. [50] As you travel around, look out for the fire circles that appear over the water. [51] These damage and knock down anyone they hit; do your best to avoid them. An **Urn** will appear once the candles are lit. [52]

Pick it up and place it on the **Blue Plate** to ride to an upper ledge containing an Fire Pot. Bring the pot back down with you. Ignite it and toss it onto the ice to free the tile with the **Blue Plate**. [53] Now that the tile can move all the way to the right, use the **Urn** to ride it up to the right side. This is a bit trickier because the tile with the **Blue Plate** continues to slide back and forth. Time the rise of the **Urn** just right to get in range to jump onto this ledge. Step on the red floor switch to activate a tile next to you that moves up and down. [54]

Jump down and grab the **Urn**, then get back on the platform and steer it to the center pillar. Place it on the **Blue Plate** here and immediately jump on it and ride it up to reach a pull switch. [55]

The **Urn** has just enough power to get you in range of the switch, so be ready to jump! Activating the switch drops a **Keystone**. Pick up the **Keystone** and carry it back over to the vertically moving tile to reach the **Key Pedestal**. Insert the **Keystone** to open the way to Area C.

AREA C

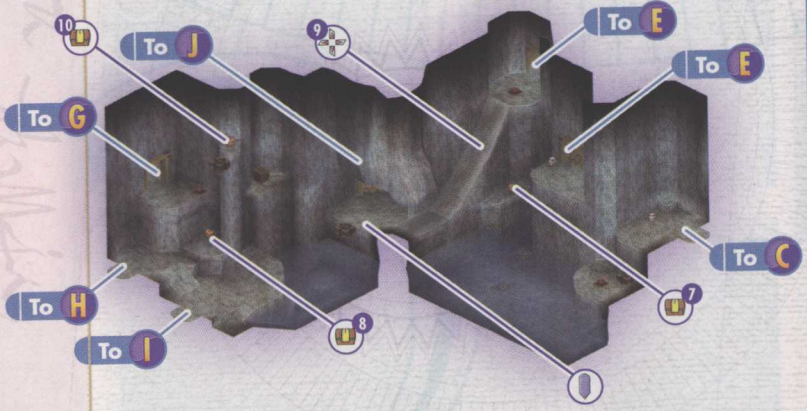
This area is just as poisonous as it was before! Grab the **Dungeon Key** and step on the red floor switch to activate a moving tile that takes you to the ground level. [56]

BURIED TREASURE!

Before heading down, quickly run your magic target ring around the left-hand corner to find a buried treasure! [57]

Toss the **Urn** on the **Purple Plate** to gain some protection from the poison, even if it is short-lived. You won't be fighting here, so as long as one of you makes it through, you'll remain in good shape. Grab the **Urn** and jump onto the platform. Steer it to the upper left platform to enter Area D.

AREA D



There is a **White Barrel** as you enter the area that is a welcome relief after crossing the poisonous Area C. Heal your party, then hop down to the left and step on the red floor switch. [58] This causes three crystal blocks to appear at the bottom of the water. Jump into the water and clear out the Mini Mines and Amenbos infesting the pool. Once you are finished, dive down and touch each of the three crystal blocks to make them rise to the surface. Jump on the block on the right to reach the **Treasure Chest** in the small alcove. [59]

Use the two other crystal blocks to access the locked door by first jumping onto the middle block and then onto the left one. From here it is just a short hop to the door. A **Save Stone** appears when it's unlocked. Save your game before moving on.

BOSS ENCOUNTER

Hecteyes

This slimy frog has the staff you need, and it isn't giving it up without a fight! However, Hecteyes only has a few attacks. Its nose jab and stunning double swipe are the only direct melee attacks and it only uses them while in the water. It also has a jump spasm which stuns anyone unlucky enough to be standing on its back at the time of attack. Hecteyes also has a habit of jumping up on the walls of the cave. [60] When this happens, move in close and attack it (with Jump Attacks if necessary) to force it to drop into the water. It exposes its weak spot when it falls and you should take full advantage to unleash all your damage-dealing abilities to inflict the greatest amount of damage in the shortest amount of time. [61] Hecteyes hits anyone close enough with damage and stuns them as it jumps on/off the wall.

While it is on the wall and glows green, watch out! If you touch it you will immediately take damage and be stunned. While on the wall it may bulge up and spit into the water inflicting heavy damage and poisoning all who were at the surface of the water. However, diving straight down will work to avoid this attack, but it only avoids this attack. It won't avoid the devastating bubbles Hecteyes launches since the bubbles travel underwater just fine. Speaking of bubbles, while it's in the water, it tends to launch volleys of bubbles that inflict either Slow, Poison, or Gravity. Each of these can cause a great deal of trouble in this fight. The poison hits for quite a bit of damage, and since you are most likely in the water, you can't Clear it right away. Instead, you must have at least one character return to the ledge to cast Clear or heal the damage. Slow makes it difficult for you to escape attacks and can be really dangerous if Hecteyes decides to pile on the damage. Perhaps the most annoying attack of them all is the monster's Gravity bubbles. [62] If hit by these, you will be unable to jump up and attack the boss while it is on the wall, and you can't jump back onto the dry ledge either.

This is not a quick fight. A good tactic to use is to remain on land while it's in the water and jump in the water when Hecteyes is on the wall. It sounds counter-intuitive, but it allows you to avoid its melee attacks and provides ample time for you to avoid the bubbles it launches while you strafe back and forth or run in a circular pattern. When it jumps onto the wall, leap into the water and use jump attacks to damage Hecteyes while you can. Watch for the green glow and stop attacking when it's in the poisoning state. If it bulges up to spit poison into the water, quickly dive beneath the surface with the magic cast button, as the poison does not affect those underwater. When Hecteyes is dealt about 100 damage while it's clinging to the wall it'll fall into the water and reveal the weak spot on its belly. Jump on the weak spot and stomp, unless you have a quick melee weapon which may be more effective if you find a good angle of attack from the water's surface. If you can do this a few times and avoid taking massive damage from the bubble attacks between turns, victory will be yours.

MONSTER DROP TABLES

AHRIMAN

Common Materials Big One-Eye, Gold Shard, One-Eye Wing

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D E J	Gold Shard	20%	Stun Orb	50%	Dark Orb	50%	140 Gil	20%
	E	140 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
H V	D E J	Mythril Shard	30%	Stun Orb	50%	Dark Orb	50%	460 Gil	20%

AMENBO

Common Materials Jellyfish Candy

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D	Blue Stone	20%	Red Stone	20%	Thunder Orb	50%	Time Orb	50%
H V	D	Blue Stone	30%	Moogle Plant	30%	Red Stone	30%	Thunder Orb	50%

BAT

Common Materials: Dark Dust, Odd Angled Eye, Magic Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A D J	Dark Dust	20%	White Dust	20%	Stun Orb	50%	Time Orb	50%
H V	A D J	White Dust	30%	Magic Stone	30%	Stun Orb	50%	Time Orb	50%

CHIMERA

Common Materials: Yellow Feather, Feline Spirit, Chimera Blood

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D E	Gold Shard	20%	Stun Orb	50%	Time Orb	50%	140 Gil	20%
H V	D E	Mythril Shard	30%	Stun Orb	50%	Time Orb	50%	460(920) Gil	20%

COCKATRICE

Common Materials: Cockatrice Feather, Cockatrice Scale, Green Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A B E G H	Silver Shard	20%	White Dust	20%	Thunder Orb	50%	Stun Orb	50%
H V	A B E G H	Dark Dust	30%	White Dust	30%	Thunder Orb	50%	Stun Orb	50%

DARK ELEMENTAL

Common Materials: Element Gem, Dark Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C	Thunder Orb	50%	Ice Orb	50%	Fire Orb	50%	Dark Orb	50%
	I	140 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
H V	C I	Thunder Orb	50%	Ice Orb	50%	Fire Orb	50%	Dark Orb	50%

ICARUS MU

Common Materials: Oak Branch, Mu Fur, Mu Nose

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B H	Mu Fur	20%	Stun Orb	50%	Time Orb	50%	Dark Orb	50%
H V	B H	Mu Fur	30%	Stun Orb	50%	Time Orb	50%	Dark Orb	50%

MAGIC GOLEM

Common Materials: Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B D G	Silver Shard	20%	Stun Orb	50%	Dark Orb	50%	140 Gil	20%
H V	B D E G	Mythril Shard	30%	Stun Orb	50%	Dark Orb	50%	460(920) Gil	20%
N H V	G	Scratch Cards 10-16	80%	Scratch Cards 10-17	80%	—	—	—	—

MINI MINE

Common Materials: White Dust, Little Thorn, Grain of Light

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A D J	Dark Dust	20%	White Dust	20%	Red Fay Dust	20%	Green Fay Dust	20%
H V	A D J	Dark Dust	30%	Magic Stone	30%	Red Fay Dust	30%	Green Fay Dust	30%

PRICKLY TORTOISE

Common Materials: Tortoise Shell, Gold Shard, Silver Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A B H	Gold Shard	20%	Silver Shard	20%	Stun Orb	50%	140 Gil	20%
H V	A B H	Yellow Stone	30%	Gold Shard	30%	Mythril Shard	30%	Stun Orb	50%

SAHAGIN

Common Materials: Sahagin Fin, Blue Stone, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A D	Blue Stone	20%	Red Stone	20%	Ice Orb	50%	140 Gil	20%
H V	A C D I	Blue Stone	30%	Red Stone	30%	Ice Orb	50%	Yellow Stone	30%

HECTEYES

Common Materials Giant Lizard Hide, Giant Lizard Floater

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Reptile Beads	10%	Giant Lizard Hide	50%	Giant Lizard Floater	50%	—	—
	2	Black Gold	100%	White Silver	100%	Gold	50%	Gold Shard	50%
	3	Silver	100%	Blue Stone	100%	Silver Shard	50%	Red Stone	50%
	4	Seraph Dust	100%	Dark Dust	50%	Seraph Dust	50%	White Dust	50%
	5	Sei Gem	32%	Ki Gem	29%	Sui Gem	25%	Ko Gem	14%
	6	160 Gil	100%	160 Gil	100%	160 Gil	100%	160 Gil	100%
H V	1	Reptile Beads	10%	Giant Lizard Hide	50%	Giant Lizard Floater	50%	—	—
	2	White Dust	100%	Mythril Shard	100%	Abyssian	50%	Mythril	50%
	3	Dark Dust	100%	Mythril	100%	Orichalcum	50%	Mythril Shard	50%
	4	Dark Orb	50%	Holy Orb	50%	Magic Stone	50%	Magic Stone	50%
	5	Ran Gem	36%	Haku Gem	29%	Kurenai	21%	Shisui	14%
	6	510(1020) Gil	100%	510(1020) Gil	100%	510(1020) Gil	100%	510(1020) Gil	100%

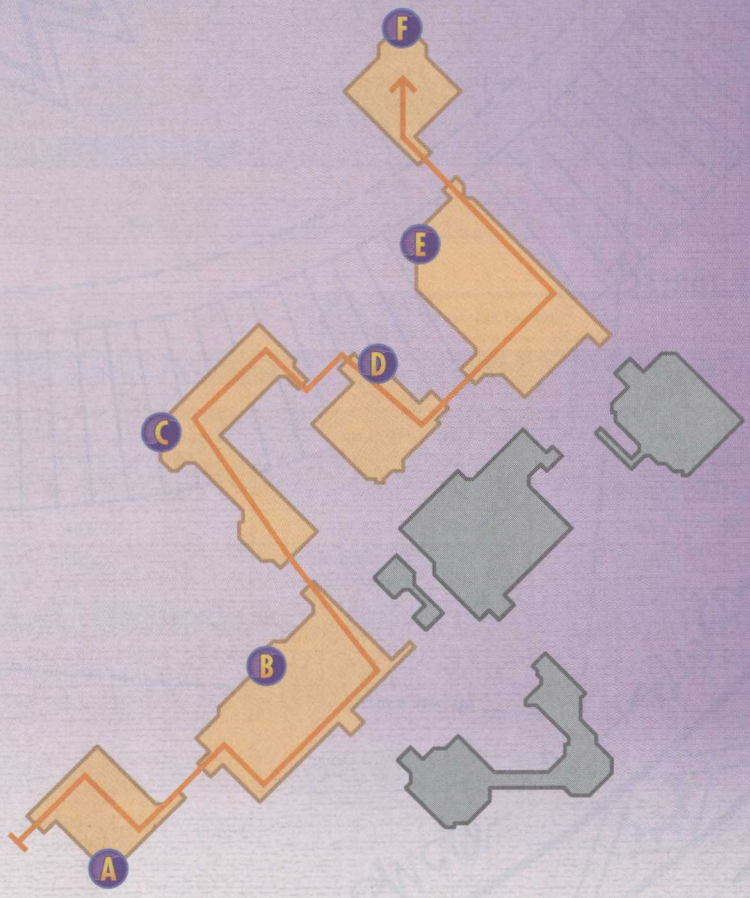
CHEST DROP TABLES

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	140 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
		N H V	460(920) Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
	2	N H V	White Dust	100%	White Dust	75%	Dark Dust	50%	Dark Dust	25%
		N H V	Dark Dust	100%	Dark Dust	75%	White Dust	100%	White Dust	75%
	3	N H V	Scratch Cards 03-10	100%	—	—	—	—	—	—
		N H V	Scratch Cards 03-10	100%	Scratch Cards 03-11	100%	Scratch Cards 12-18	100%	—	—
B	4	N H V	140 Gil	100%	Silver Shard	75%	Silver	25%	—	—
		N H V	Mythril	100%	Mythril	75%	Mythril Shard	100%	Mythril Shard	75%
	5	N H V	Scratch Cards 03-07	100%	—	—	—	—	—	—
		N H V	Scratch Cards 03-07	100%	Scratch Cards 03-08	100%	—	—	—	—
C	6	N H V	Scratch Cards 03-09	100%	—	—	—	—	—	—
		N H V	Scratch Cards 03-09	100%	Scratch Cards 03-04	100%	—	—	—	—
D	7	N H V	140 Gil	100%	Gold Shard	75%	Gold	25%	—	—
		N H V	Mythril Shard	100%	Mythril	75%	Orichalcum	50%	—	—
	8	N H V	160 Gil	100%	160 Gil	100%	160 Gil	50%	160 Gil	25%
		N H V	Mythril Shard	100%	Mythril	75%	Abyssian	50%	—	—
	9	N H V	Time Drops	25%	Scratch Cards 03-05	100%	Scratch Cards 04-16	100%	—	—
		N H V	Time Drops	25%	Scratch Cards 03-05	100%	Scratch Cards 04-16	100%	—	—
	10	N H V	Dark Drops	100%	Anti-Dark Drops	100%	—	—	—	—
E	11	N H V	140 Gil	100%	140 Gil	100%	140 Gil	50%	140 Gil	25%
		N H V	480(960) Gil	100%	480(960) Gil	100%	480(960) Gil	75%	480(960) Gil	50%
	12	N H V	Scratch Cards 03-01	100%	Scratch Cards 15-07	100%	—	—	—	—
		N H V	Scratch Cards 03-01	100%	Scratch Cards 15-07	100%	—	—	—	—
	13	N H V	Time Drops	100%	—	—	—	—	—	—
F	14	N H V	Scratch Cards 04-04	100%	Scratch Cards 16-08	100%	—	—	—	—
		N H V	Scratch Cards 04-04	100%	Scratch Cards 16-08	100%	Scratch Cards 03-02	100%	—	—
G	15	N H V	140 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
		N H V	460(920) Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
H	16	N H V	Gold Shard	100%	Gold Shard	75%	Gold	50%	Gold	25%
		N H V	Mythril Shard	75%	Mythril	50%	460 Gil	100%	—	—
I	17	N H V	Time Drops	25%	Scratch Cards 03-03	100%	Scratch Cards 16-07	100%	—	—
		N H V	Time Drops	25%	Scratch Cards 03-03	100%	Scratch Cards 16-07	100%	Scratch Cards 03-06	100%
	18	N H V	Time Drops	100%	—	—	—	—	—	—

13

OPENING THE WAY

Now that you've found both pieces of the instrument, you must find a way to use it to activate the gate. Travel to Fire and Ice Mountains to see if the ruins at the summit provide any help. This is familiar territory, and you should be able to proceed to the summits with little trouble.



ICE MOUNTAIN

BAT

STAT	N	H	V
HP	386	1386	2386
EXP	175	1842	1842

FLOATING EYE

STAT	N	H	V
HP	607	1928	3128
EXP	200	1867	1867

GRAPPLER GOLEM

STAT	N	H	V
HP	718	2233	3533
EXP	200	1857	1857

ICE BOMB

STAT	N	H	V
HP	442	1586	2686
EXP	195	1862	1862

ICE ELEMENTAL

STAT	N	H	V
HP	83	324	624
EXP	195	1862	1862

ICE FLAN

STAT	N	H	V
HP	359	1630	2830
EXP	200	1867	1867

MINI BOMB

STAT	N	H	V
HP	331	1197	2097
EXP	110	1797	1797

SAHAGIN

STAT	N	H	V
HP	552	2017	3317
EXP	195	1857	1857

SNOW MU

STAT	N	H	V
HP	386	1386	2386
EXP	185	1852	1852

SCALETOAD — BOSS

STAT	N	H	V
HP	4840	8760	10260
EXP	0	0	0

FIRE MOUNTAIN

ADAMANTOISE

STAT	N	H	V
HP	980	3564	5364
EXP	300	2181	2181

BOMB

STAT	N	H	V
HP	512	1663	2763
EXP	255	2146	2146

COCKATRICE

STAT	N	H	V
HP	640	1698	3168
EXP	255	2146	2146

FIRE BAT

STAT	N	H	V
HP	448	1448	2448
EXP	255	2146	2146

FIRE ELEMENTAL

STAT	N	H	V
HP	96	328	628
EXP	260	2150	2150

FIRE FLAN

STAT	N	H	V
HP	416	1699	2899
EXP	255	2146	2146

GRAPPLER GOLEM

STAT	N	H	V
HP	832	2381	3691
EXP	260	2150	2150

MIMIC

STAT	N	H	V
HP	946	2821	4271
EXP	410	1971	1971

MINI BOMB

STAT	N	H	V
HP	384	1245	2145
EXP	146	2061	2061

VULCAN MU

STAT	N	H	V
HP	448	1448	2448
EXP	255	2146	2146

WALKING PLANT

STAT	N	H	V
HP	579	1843	3013
EXP	250	2142	2142

FIRE MOUNTAIN

AREA A

Take out the Bomb that you see as soon as you enter. Then, move up the ramp to the left and continue all the way up to the stairs in the corner. Take out the three Grappler Golems to gain extra experience. [1] Head partway back down the ramp and take the bridge that crosses over the lava to the right. [2] Battle the Bomb and the Fire Bats in your way. Grab the Oil Barrel when you reach the other side and drop down, leaving the rest of your party atop the summit. Place the barrel in front of the blocked area and use Fire magic to ignite it, revealing a **Treasure Chest** inside! [3] Switch to another character waiting by the door and gather your party together. You are now ready to move on to Area B.

LEVELING UP PARTY MEMBERS

The monsters here don't have the same high levels as the ones you just faced in the mine, which means the battles are much less dangerous. This is an excellent opportunity to bring along a party member that you wish to level up. This way, that character can gain experience without your party suffering from the weak damage output of a lower-level character.

AREA B

Move forward and confront the Fire Bat that swoops in to attack. Stomp it into the ground and make use of the White Barrels to the left to refill your HP and MP. [4] Continue onward to take on a Fire Flan. Squish the creature, then move ahead to jump across the lava. [5] Remember that these planks are unstable and only float for a second after you touch them. You must be light on your feet to get across. A trio of Walking Plants and a Fire Bat appear after you've reached the other side. Clear out the group and move into Area C.

IN A HURRY?

Unlike your earlier visit, the doors between areas are wide open. If you are in a hurry, you can run past most of the creatures you encounter and just double-time it to the summit.

AREA C

A Cockatrice attacks upon your entry into the next space. Eliminate this small threat and start making your way up the ramp to the left. This isn't as easy as it sounds because of the mass of falling lava rocks! As you make your way up, be on constant lookout for these quickly rolling stones that damage you and (more troublesome) knock you about. [6]

BURIED TREASURE!

There's no telling who came back here to bury their treasure after you took it the first time, but you can find another stash near the rock across from the entrance, just as you did on your previous visit. [7]

You've reached the top of the ramp. Open the **Treasure Chest** on the left-hand side before crossing to the other side of the path. Jump onto the sliding stone slab and ride it until you can jump on the stone attached to the wall and battle a waiting Grappler Golem. [8] From there, hop onto the small ledge to your right and then onto another stone slab. Dispatch the Fire Bat. Jump onto the sliding stone slab and ride it over to the ledge to reach Area D. [9]

AREA D

A Fire Bat arrives to defend its territory as soon as you enter. Head around the room to the right, eliminate the Fire Flan in your way, and locate the doorway to Area E. Clear out the Fire Flan and Fire Bat on the other side of the room if you want a bit more experience and loot.

BURIED TREASURE!

Before leaving this small area, take a moment to unearth the treasure stashed on the far side of the room, opposite the entrance. [10]

AREA E

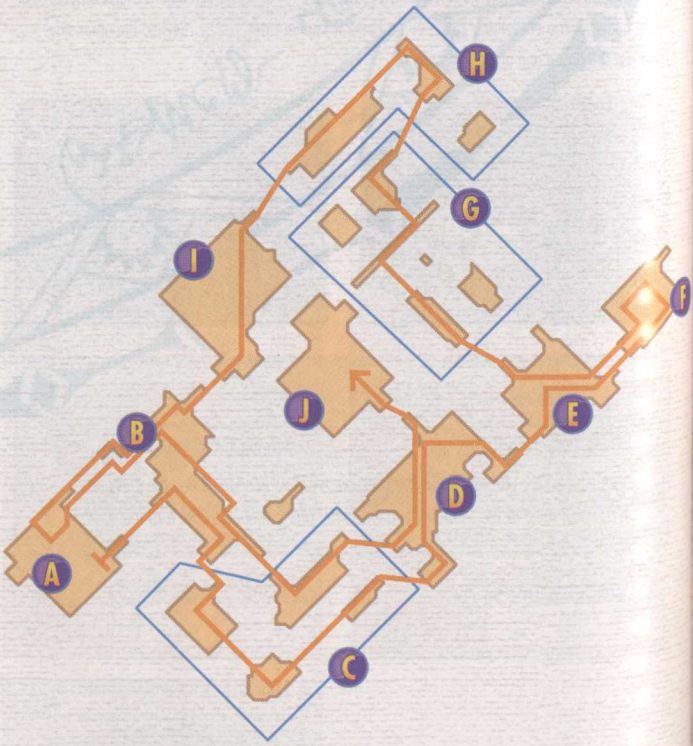
Watch out for falling lava rocks as soon as you enter the area. Cross their path to reach the two **White Barrels** and replenish your HP and MP before moving on. Head to the right and jump onto the crystal block. [11] The block rises as soon as you step on it. When it reaches the top of the pillar, step off and deal with the Bomb on top. There's a pull switch located on the underside of the crystal block. [12] Jump over and activate it, making a **Treasure Chest** appear on top of the pillar. Collect your prize and jump back down to the ledge where you started.

Make your way up the ramp, dodging the falling lava rocks and dealing with any opposition you encounter. Keep your HP up, because the lava rocks can really knock you around. When the ramp opens up and begins to turn left, eliminate the Grappler Golem and Fire Elemental that appear, and then claim the **White Barrel** behind them. [13] Continue up the ramp, battling the Fire Bat and Cockatrice in your way. Find a **White Barrel** at the next bend to replenish your HP and MP. Watch out for a Grappler Golem and a Walking Plant at the top. Once you have defeated them, jump across the wooden plank to reach the entrance to Area F and a convenient **Save Stone**.

AREA F

You've almost reached the summit. Soon, various monsters come out in force to stop you, including Fire Bats, a Fire Bomb, Cockatrices, and Walking Plants. [14] Move around the room slowly, engaging the foes as they appear so that you don't have to take on the whole roomful of monsters at once. When you've cleared the way, step on the red floor switch to reach the steps leading up to the summit. Jump up the stairs to reach the ruins at the top. [15]

ICE MOUNTAIN



AREA A

Use Entrance 1 to reach Area A. Open the **Treasure Chest** on the high ledge to the left before continuing deeper within. If you have a Selkie or other character with the double-jump ability, you can easily make it to the ledge. If not, jump onto the sign and then onto the ledge from there. [16]

A group of Snow Mus attacks once you walk forward! Take them down and make your way up the steps to Area B, eliminating the Ice Bomb and Bat in your way. As with the foes you faced in Fire Mountain, these aren't overly challenging for your level. Pay attention to your HP and work together to vanquish the foes, and you should have little difficulty making it to the summit.

BURIED TREASURE!

Before heading up the steps, grab the buried treasure located under the mound near the entrance. [17]

AREA B

A Sahagin attacks as you enter this area! Deal with it and proceed across the ice to take on the Snow Mu. [18] Once you've cleared the way, enter Area C.

STILL IN A HURRY?

As with Fire Mountain, the doorways here are unblocked so that you can rush through if you choose, but why give up all that experience and treasure? The materials dropped by the monsters frequently come in handy when custom-ordering equipment!

AREA C

As soon as you enter, locate the White Barrel on the left. Cross onto the ice and defeat the waiting Floating Eye. Use the tile as a stepping-stone to reach the next ledge, off to the right. [19] Exterminate the Ice Flan, then help yourself to the **White Barrel** and the **Treasure Chest**.

Step up to the rope and pulley, knocking out the Floating Eye in your way. Take hold of the rope and ride it all the way down to the other side to reach the doorway to Area D. [20]

AREA D

The Ice Bomb and Snow Mu are mightily displeased that you've entered their territory! [21] Exterminate them, and then avail yourself of the **White Barrel** behind them. Make your way across the tiles to the other side of the area. [22] An Ice Flan and a Bat attack you on the other side; finish them off and plunder the **Treasure Chest** before heading into Area E. [23]

AREA E

If you need to refill, find the **White Barrel** on the left at the entrance. If you approach the barrel, a Mini Bomb drops down in defense. Head to the right and down, passing a pair of Bats, an Ice Elemental, and an Ice Bomb before you loot the two **Treasure Chests**. [24] Once you've collected your spoils, head back up and straight out to Area G.

MONSTER COLLECTOR 1

To open up this quest, enter Area F and speak to the researcher on the far side of the room. He is more than happy to put in a request at the Quest Shoppe so he can get some help with this task. [25]

BURIED TREASURE!

While you don't need to travel into Area F to reach the summit of Ice Mountain, it's worth entering to collect the buried treasure in the lower left corner of the area. [26]

AREA G

Open the **Treasure Chest** to the right of the rope and pulley. [27] Jump up, grab the rope, and ride it all the way down. Clean up the Mini Bombs and the Ice Bomb waiting on the other side, and then grab the pull switch. [28] Ride it up to the ledge to reach Area H.

AREA H

Two Ice Elementals and a Bat engage you in battle, eager to defend their home against your invasion. Once you've finished off these critters, continue along the ledge to reach the **Treasure Chest** in the corner. A Floating Eye appears as soon as you approach the chest! Put this bug down and claim your spoils. [29]

Use the floating rectangular tile to reach the pull switch. [30] Be careful! Those tiles begin sinking as soon as you step on them. Grab the pull switch and ride it over until you can jump off. Lightly step on the tile here to jump to the snowy ledge and find a **White Barrel**.

Defeat the attacking Sahagin and head down into the area, past the Mini Bombs that appear, to reach the doorway to Area I.

BURIED TREASURE!

Before moving on, run your magic target ring across the ledge in the left-hand corner to reveal a secret stash! [31]

AREA I

Several Mini Bombs come after you once you enter Area I. Eliminate the tiny creatures and move through the room to the opposite side. If you need to replenish your HP or MP, find the **White Barrel** along the wall. There's also a **Treasure Chest** nestled in the far left corner. And, you can touch the crystal block in the pool, revealing a hidden **Treasure Chest!** [32] Once you've collected your spoils, you are ready to move on to Area B.

AREA B

Gather the items from the **Treasure Chest** near the door; you can never have too much treasure! But watch out for two oncoming Ice Bombs when you jump off the small ledge near the door.

Head to the upper left corner of the room near the **White Barrel**. Make a blind leap to the left to reach a small landing. [33] Have faith; you can't see it, but it's there. Once you land, leap high up to your right to grab the pull switch. Ride the switch up until you see a ledge just on the left edge of your screen. [34] Jump over to it to reach Area A.

AREA A

You've arrived at a small upper ledge in Area A. Grab the contents of the **Treasure Chest** here, then make your way back into Area B.

AREA B

Drop onto the ledge and (once again) grab the pull switch, riding all the way up. Jump back to the right to reach this section of Area B. Defeat the Ice Bombs and slide down the rope and pulley until you can drop onto the rectangular tile. [35] Quickly run across the tile and leap to the opposite ledge to reach Area C.

AREA C

You must contend with two Ice Flans and a pair of Ice Elementals once you enter. After clearing them out, use the **Save Stone** to the right of the stairs, then head into Area D.

AREA D

Head up the steps on the left, defeating the Ice Bomb and Floating Eye along the way. An Ice Elemental and a Sahagin wait at the top of the stairs, but they are no match for you! There are two **White Barrels** on the opposite side, so take the time to fill up your HP and MP. When ready, enter Area J.

AREA J

A group of Grappler Golems tries to take you down as soon as you enter. Although your levels are much greater than theirs, you must finish the battle before they can explode. Use your magic to quickly eliminate the Ice Elemental in the center of the floor. Once you've cleaned up this paltry opposition, climb the steps to reach the summit and activate the gate! [36]

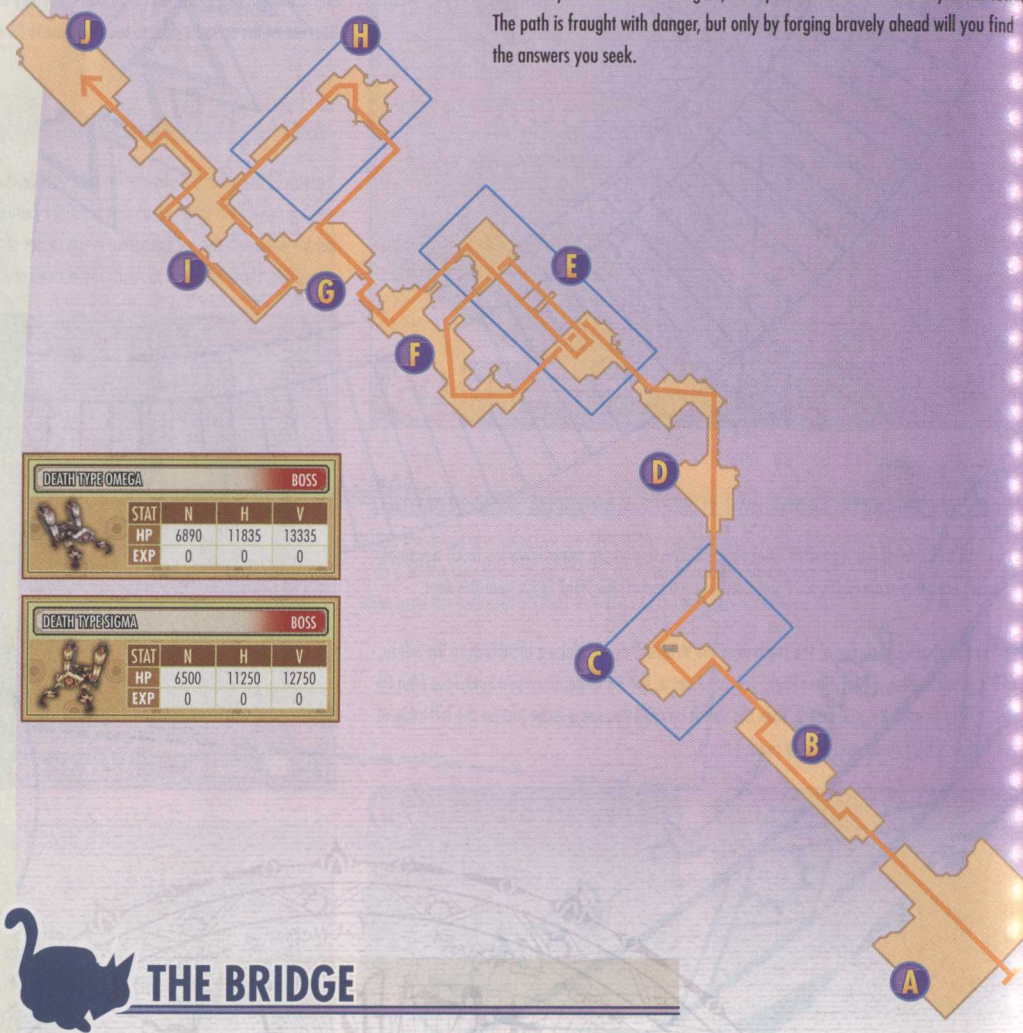
DROP TABLES

Refer to Walkthrough VII for the drop tables for both Fire and Ice Mountains. Walkthrough XIII has the same monsters, chests, and buried treasure locations and drop percentages.

14

A WAY AHEAD

Now that you've activated the gate, it is up to Sherlotta to find a way to the tower. The path is fraught with danger, but only by forging bravely ahead will you find the answers you seek.



ADAMANTOISE

STAT	N	H	V
HP	1668	3521	4841
EXP	830	2622	2622

DAEDALUS

STAT	N	H	V
HP	1668	3708	5098
EXP	820	2618	2618

DARK SAHAGIN

STAT	N	H	V
HP	1112	2766	4076
EXP	790	2607	2607

DARK SKELETON

STAT	N	H	V
HP	1223	2934	4254
EXP	780	2603	2603

ICARUS MU

STAT	N	H	V
HP	778	1920	300
EXP	780	2603	2603

MAGIC GOLEM

STAT	N	H	V
HP	1446	2935	4135
EXP	780	2603	2603

MIMIC

STAT	N	H	V
HP	1279	3304	4754
EXP	635	2525	2525

MINI BOMB

STAT	N	H	V
HP	556	1322	2172
EXP	230	2415	2415

MINI MOVER

STAT	N	H	V
HP	667	1583	2533
EXP	270	2411	2411

SPIN SPINE

STAT	N	H	V
HP	1001	2341	3511
EXP	800	2611	2611

DEATH TYPE OMEGA — BOSS

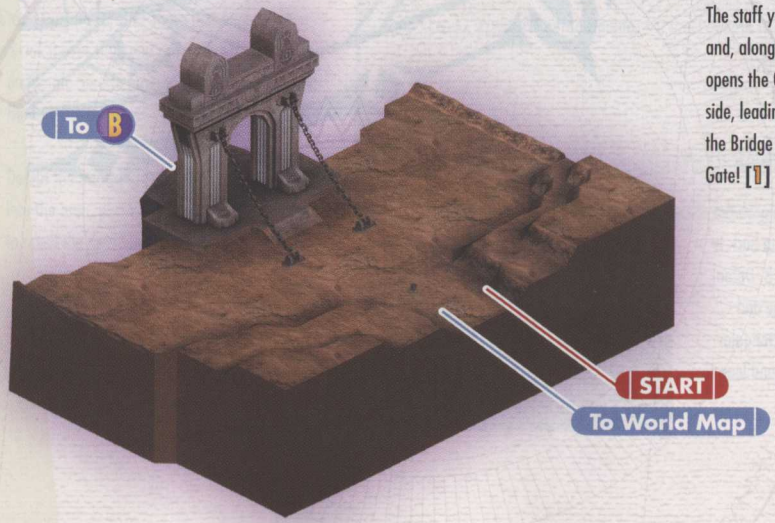
STAT	N	H	V
HP	6890	11835	13335
EXP	0	0	0

DEATH TYPE SIGMA — BOSS

STAT	N	H	V
HP	6500	11250	12750
EXP	0	0	0

THE BRIDGE

AREA A



The staff you assembled functions like a key and, along with Sherlotta's special abilities, opens the Gate! A Bridge appears on the other side, leading all the way to the tower! Once the Bridge has been formed, head through the Gate! [1]

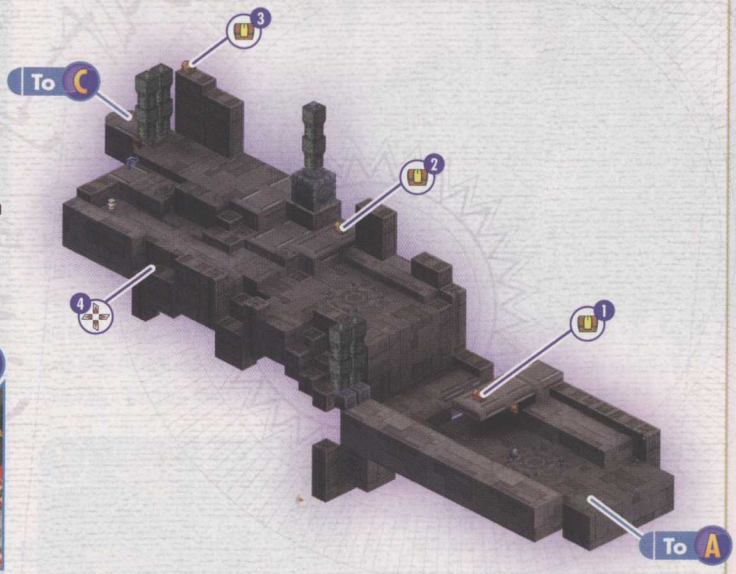
AREA B

You soon find a Spin Spine as you advance! These spiky creatures are a bit tougher than their relatives you are familiar with, so keep an eye on your health when battling them. Use Charge Attacks and magic to get past their frequently used Guard ability and watch out for their spinning attack, which can hit any nearby party members.

Jump onto the ledge to the right of the Spin Spine to encounter a Dark Skeleton guarding a **Treasure Chest**. [2] There are several dark foes along the bridge, so cast your Recovery magic on them as soon as you see one. Next, jump down and head to the left side of this section of the Bridge to face another Dark Skeleton. Clear it out and push the moveable blocks behind it to cause the green pillars to drop, clearing the pathway. [3]

Climb the steps to face another Spin Spine. Once you have defeated it, secure the booty from the **Treasure Chest** nearby. [4] Two Icarus Mus move in to attack as you near the chest. Even though they are hardier than the Mus you have faced elsewhere, they are still susceptible to Slam Attacks. Use that handy wall next to you.

Continue down the Bridge to take on the two Dark Skeletons on the right. Once you've put them down, notice the huge moveable block. [5] Push it out of the way to let the green pillars fall, revealing a **Keystone**. [6] Pick it up and carry it to the nearby **Key Pedestal**, opening the way into Area C. Watch out for the Icarus Mu guarding the stand, then make use of the **White Barrel** to the left before you leave.



BURIED TREASURE!

Don't rush into Area C just yet. Take a moment to expose the stash of loot on the left side of the area down the steps.

Battle Readiness

Some of the battles on the Bridge can be challenging. It is a good idea to keep your HP up at all times, especially before entering a new area.

AREA C

Next, activate the post switch to raise the block off of the nearby red floor switch. [8] Quickly jump up, avoid the sliding spikes, and step on the floor switch. This raises the green pillars to your right.

Jump back down to the post switch and give it another whack to buy yourself a valuable second or two. Head to the right of the switch, then leap on top of the rising and falling green pillar. [9] Ride it up; when it reaches its apex, quickly jump to the next green pillar and the next in succession until you reach the landing on the other side. [10]

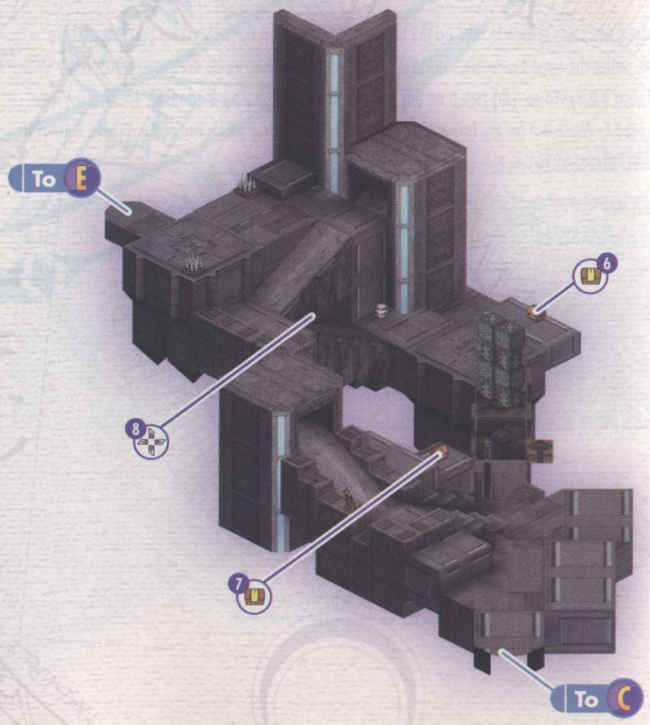
Once there, defeat the Spin Spine. Walk to the far edge of the platform and step on the tile. [11] Ride it all the way to the first crystal block. Jump over, touch the block, and quickly land back on the tile. This tile begins to move back as soon as you step off of it, so be quick. Touching the crystal block causes it to lower, allowing you to step onto the top of the green pillar. Do the same thing to the second crystal block next to it. [12] Hop over to the platform, which leads to Area D.

A group of Mini Bombs moves in to attack once you enter this area. These monsters may be tiny, but as you've seen before, they are just as bad-tempered as their larger cohorts. Move ahead to face a Daedalus. These long-legged machines often use their missiles to stun you, so watch out. Loot the **Treasure Chest** here before moving on. [7] Head towards the bottom left section of the area and take out another Daedalus.

AREA D

Walk forward to battle an Adamantoise! Remember to attack from the back and sides to avoid the fiery balls it shoots from its maw. Batter it into submission and head left up the ramp to reach a **Treasure Chest**. [13]

Drop down to the right and activate the post switch, which lowers a tile along the side of the ramp. As swiftly as you can, head left up the ramp and activate the switch. [14] This releases a boulder that rolls down the ramp. With the tile in place from the post switch you activated, the boulder rolls into the block at the base of the ramp, opening the way to the rest of the area. [15]



Cross the thin walkway and finish off the two Magic Golems here. [16] These monsters can Zap you, making you useless for a few seconds; be ready to switch to another character and jump back into battle if necessary. Empty the **Treasure Chest** and take advantage of the **White Barrel** before moving up the ramp.

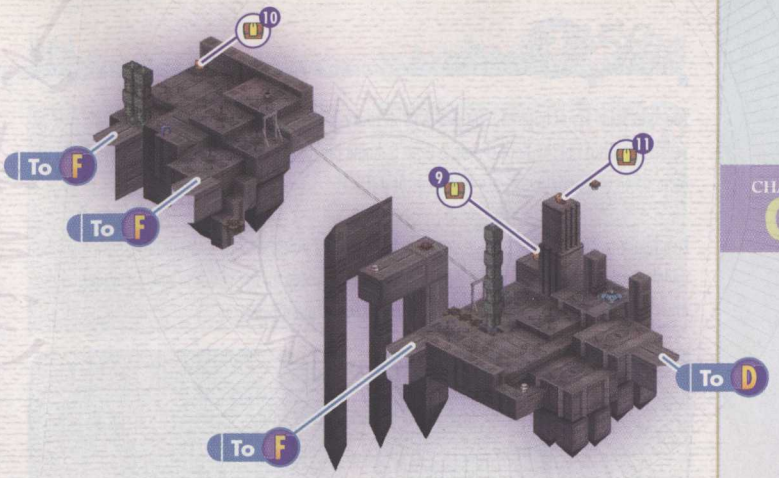
BURIED TREASURE!

Before moving up the ramp, take a moment to unearth the treasure near the top. Watch out for rolling boulders while you do! [17]

Make your way up the ramp, avoiding the boulders tumbling past you. At the top, watch out for the sliding spike traps and vanquish the Adamantoise in between them. [18] Once you've bested this foe, you are ready to move into Area E.

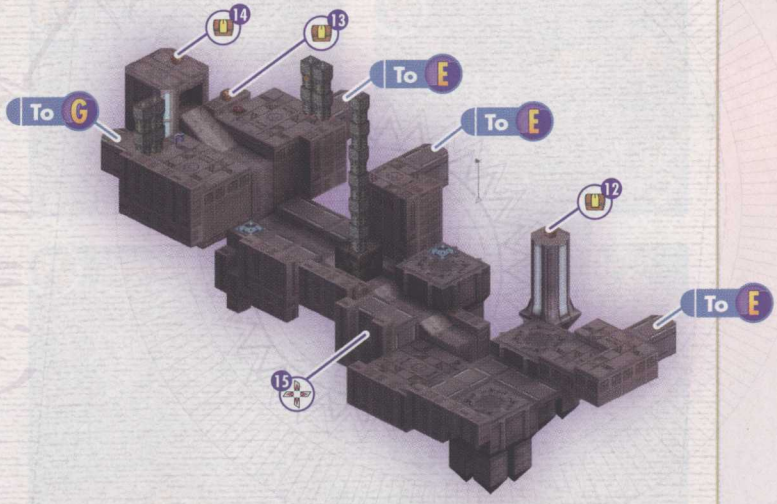
AREA E

A Dark Sahagin waits for you upon your entrance into this section of the Bridge. [19] Quickly hit it with a Recovery-type spell, dispatching it before it can do too much damage. You'll then encounter two Magic Golems that need to be dealt with (to the left of the Sahagin). Avoid their magic target rings to keep from being zapped! Once the monsters are cleared out, head back to the right. Grab the moveable block and push it towards the ledge with the **Treasure Chest**. [20] Jump onto the ledge and claim your loot! Head back to where you faced the Golems and exit to Area F.



AREA F

Head to the left and take out the Magic Golem. Jump down and disable the Daedalus, as well as the group of Mini Bombs nearby. [21] Once you do, the **Urn** is all yours. Carry it up the ramp to the **Blue Plate** on the right. A Magic Golem appears intent on stopping you! [22] Place the **Urn** on the **Blue Plate** and ride it all the way to the top to reach the doorway leading into an unvisited section of Area E. But before leaving, use the **Urn** to get yourself another **Scroll**! When the Urn is near its highest point, jump off to the right and catch the swinging rope. [23] Use the rope to swing over to an isolated pillar containing a **Treasure Chest**! [24] Grab your take and swing back over to enter Area E.



AREA E

The Spin Spine is not happy to see you in its territory. Eliminate it before moving towards the **Treasure Chest** in the back corner. A Dark Sahagin and Magic Golem engage you in combat. Take them down and get your reward from the chest. **[25]**

Head back to the right-hand ledge and grab the rope and pulley. Ride it down until you are over the middle section with the red floor switch. **[26]** Once here, step on the switch to make the tiles on the other side move towards you. Use the **White Barrel** before moving on.

Jump across the tiles to reach the part of Area E that you visited earlier. Grab the moveable block and pull it onto the red floor switch. This causes the green pillar to drop into the floor, revealing a **Keystone.** It also starts a tile moving between this area and the left side of Area E, where you entered. **[27]** Grab the **Keystone** and step onto the moving tile, riding it all the way back to the other side. **[28]** For extra experience and loot, battle the Magic Golem and Dark Sahagin that appear before you return with the **Keystone**. Hop up the steps once you reach the other side and place the **Keystone** in the **Key Pedestal** to open the way to Area F. **[29]**

Before moving on to Area F, pick up the **Urn** and travel back to the other side of this area where you got the **Keystone**. Once there, place the **Urn** on the **Blue Plate** and ride it all the way up. At its zenith, jump towards the left to reach a pull switch. This switch slides over, allowing you to reach a **Treasure Chest** on top of the pillar. Once you've collected your spoils, jump down and head back across to enter Area F.

AREA F

Grab the **Treasure Chest** to the left of the entrance and cross the ramp to take on the Magic Golem on the other side near the **Key Pedestal**. **[30]** You'll soon find an Adamantoise, quickly followed by another! Take out these armored monstrosities to reveal a red floor switch in front of the chest you just cleaned out. Step on the switch to release a rolling boulder. **[31]** This rock falls to the level below and crashes into the large block, letting the green pillars fall and putting the **Keystone** within your reach.

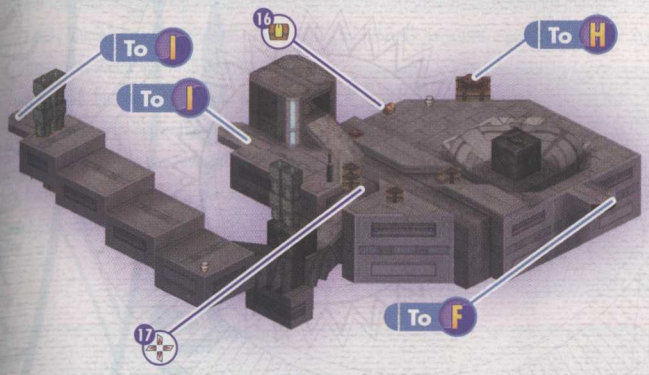
Jump down onto the level you had previously explored and make your way back to the Daedalus holding the **Urn**. You need to fight a few Mini Bombs to get there! After defeating the monsters, grab the **Urn**, place it on the **Blue Plate**, and ride it up as you did before to get to Area E. This time, instead of going there, vault onto the green pillar and grab the **Keystone**. **[32]**

Once you've got the **Keystone**, jump down and place it near the other **Blue Plate**. **[33]** Go back and get the **Urn**, then place it on this **Blue Plate**. Quickly grab the **Keystone** and jump on top of the **Urn**. Ride it up to the other part of Area F. Toss the **Keystone** in the **Key Pedestal** to open the passage to Area G.

BURIED TREASURE!

Grab the buried loot on the ledge before entering Area G.

AREA G



Walk down towards the large block in the bowl-like depression and clear out the Mini Movers. Move to the back side of this bowl and take on the Dark Sahagin lurking there. Once the coast is clear, empty the **White Barrel** and the **Treasure Chest**. [34] Step on the red floor switch to release a boulder onto the track. Quickly run down the track and grab the pull switch. This shunts the boulder towards the large block in the center of the depression, destroying it. [35] Look for the large floor switch in the hole in the center of the depression. Gather your party onto it and ride it up to reach another switch. Once your party is all on this one, you can ride it over to Area H.

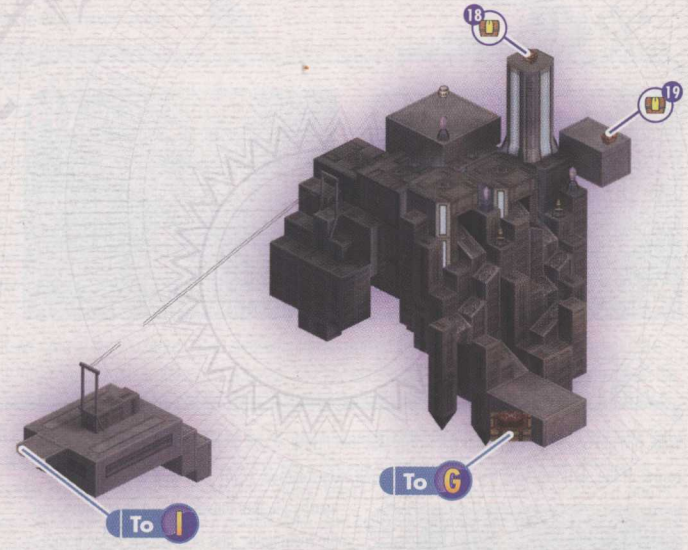
BURIED TREASURE!

Before activating the switch, snatch the buried treasure next to the tiles on the left of the track. [36]

AREA H

Dodge the falling rocks and jump your way up the steps and ramps to reach the two **pyramids**. [37] Watch out for the Spin Spines that appear. Grab each of the **pyramids** and place them on the upper level. Once you've got them both, jump up and take on the Spin Spine and Adamantoise waiting for you near the ledge. Eliminate these foes and grab the **Dungeon Key** that appears.

With these monsters out of the way, charge up the **pyramids** and place them in the two **sockets**. Jump down one step, grab the **Urn**, and place it on the **Blue Plate**. [38] Ride it up and jump to the right to reach a pillar with a **Treasure Chest** containing a **Scroll**! [39]



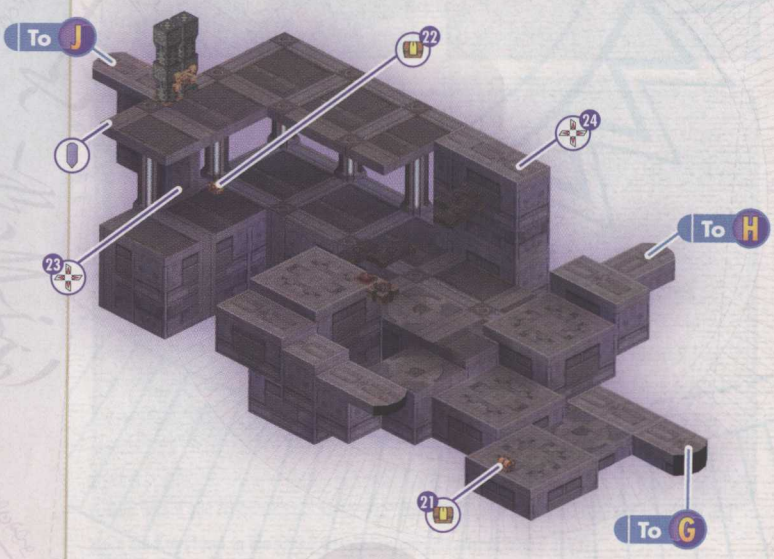
BURIED TREASURE!

Before jumping down from the pillar, search under the chest to find a buried treasure. It's definitely sneaky to hide treasure underneath a Treasure Chest! [40]

Drop down to reach the rope and pulley. Hang on and ride it all the way down to the next landing. A Magic Golem waits, but you can reach Area I once you clear it out of the way.

AREA I

Cure any lost HP before moving ahead. There is a group of two Dark Skeletons and a Daedalus just waiting to attack. Separately, these monsters are no match for your party, but together they pose a significant threat. Concentrate on one target at a time to quickly even the odds.



Heal up before continuing. Make your way to the bottommost corner of the map and take out the Dark Skeleton guarding a **Treasure Chest**! [41] Once you've finished it off and claimed your plunder, move on down the walkway to reach a **Treasure Chest** on the far end. Beware the chest on the very left edge—it is actually a Mimic! While it leaves you alone if you don't approach, this Mimic is holding onto a **Scroll**, so take it out anyway. Retrace your steps and take the doorway into Area G.

BURIED TREASURE!

Grab the treasure buried to the left of the chest here! [42]

AREA G

A post switch has appeared since your last visit here. Cross the ramp and step on the floor switch to start the boulders rolling again. As soon as you do, run over and activate the post switch, which slides the tiles to the right side of the track.[43] Now that you've shunted the rock down into this path, it shatters the large stone that was blocking the path. Follow the path down and back up to reach a **White Barrel** to prepare for the battle ahead. Jump onto the next step to take on the two Spin Spines. [44] Afterwards, go up another step to battle an Adamantoise. These monsters just don't quit! Once you have won, head into Area I.

AREA I

Walk straight ahead and take out the Icarus Mus that attack. A red floor switch will appear at the corner of the platform once the vermin have been exterminated. [45] Step on it to activate a nearby tile that moves up and down. Next, use the rectangular tiles to reach the ledge across from this one. The tiles start sinking as soon as you touch them, so be quick. If you have a character with the double-jump ability, use him or her here to make it easier on yourself. Run across the first two tiles and jump over to the next two. Immediately step onto the other tile as soon you land and then leap up onto the ledge before the tiles plunge to the floor. [46] This is a difficult jump, so don't worry if you don't make it across the first time. If you fail, use the tile that you activated with the floor switch to get back to the starting point.

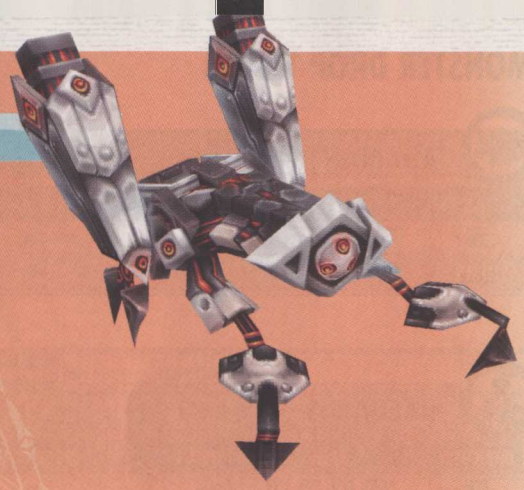
BURIED TREASURE!

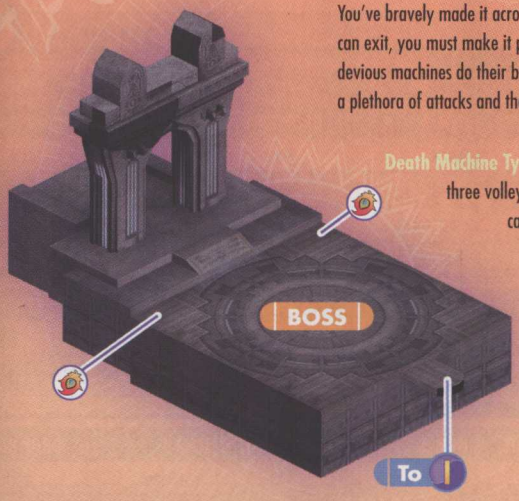
Once you reach the opposite ledge, collect the buried treasure before moving on! [47]

Continue along the upper walkway until you reach another Icarus Mu and a Daedalus. Take them down and continue around to reach a **Save Stone** and a locked door. Use your **Dungeon Key** to move on to Area J.

BOSS ENCOUNTER

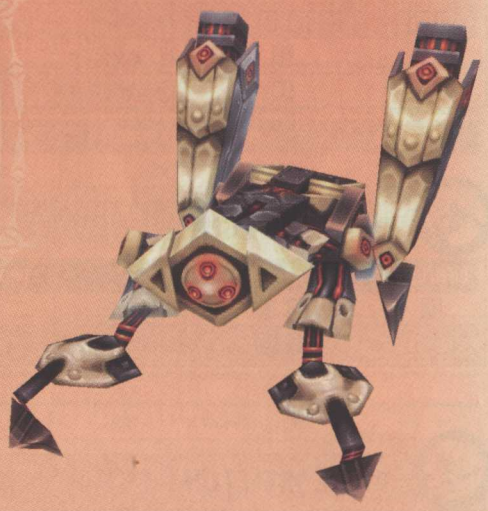
Death Machine Type Omega and Death Machine Type Sigma





You've bravely made it across the bridge, but before you can exit, you must make it past not one boss, but two! These devious machines do their best to stop you. Both machines have a plethora of attacks and they're all devastating!

Death Machine Type Sigma: Look out! Sigma has three volleys of three (or single missiles) that can inflict Gravity, Slow, or Dark. Avoid these! [48] It can also let loose with a Double Laser Blast. If someone's crazy enough to get on top of it, Sigma can throw that character. Finally, it has a "Death Beam" which stuns and you definitely don't want to be caught in this.



Death Machine Type Omega: Omega is more of a magic-oriented death machine. It can cast Quake, Lightning, Fire, and Blizzard. It also has a throw and a volley of three missiles that inflict Slow on those caught on top of Omega. Finally, much like Sigma, Omega has a "Death Beam" that stuns. [49] The Death beams can cause so much damage that they can mean instant death for anyone below max HP. Avoid this beam by attacking from the flanks and back of the machines, which makes Sigma (the silver one) your primary target.

Strategy: The best tactic allows you to conserve MP while inflicting the most amount of damage. It's a tried and true method: the ol' "run around in circles" technique. First, determine which of the two bosses is the bigger threat. Generally, spells are much easier to avoid than the ever-annoying character-seeking missiles.

You begin the fight to the lower right of the two bosses. Start running in circles around Sigma which is just south of Omega. The missiles and spells, which all inflict horrible status effects and damage, won't be able to catch up to you if you're constantly on the move. If there's a missile in the air and you stop for a single second, you will get hit. Continue running around Sigma until Omega successfully hits Sigma with its Death Beam. Ensure that you're not in front of or even relatively close to Sigma as it will discharge its excess energy from the blast. When you see Sigma stand and unleash a barrage of energy in its frontal arc for about three seconds and then slouch over for about ten seconds, jump in for the attack! Whack Sigma for around 60 damage to flip it onto its back and reveal its weak spot. Sigma will be stunned for 12 seconds while on its back, during which you should add on as much damage as possible. Be careful to avoid any spells or extra Death beams from Omega during your assault. Chill Omega out with a Blizzard spell of your own to lessen that threat.

This technique should make quick work of Sigma while conserving both your HP and MP. When Omega is (fittingly) left standing and without a working Sigma, avoiding Omega's Death Beam and associated stun takes a bit more work. Cast Blizzard on Omega immediately. While it's frozen for four seconds, jump onto its back where you can control it. [50] As Omega thaws, press the attack button to blast its Death Beam toward the broken Sigma. The energy will flow through Sigma and cause the broken machine to spin and redirect the energy from the Death Beam outward. This energy will sometimes hit Omega and cause the same three-second energy discharge to happen, at which point you should back away. Once Omega is dazed from the discharge, inflict the requisite 60 damage or so to expose its weak post and pound on the fallen machine. Attack the weak spot until Omega stands upright and repeat the process until it's terminated as well. There are, of course, many strategies you could employ during this encounter, but this tactic should conserve the most HP and MP and leave you relatively unharmed.

MONSTER DROP TABLES

ADAMANTOISE

Common Materials Adaman Shell, Adaman Tusk, Gold

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D F G H J	Silver	20%	Gold	20%	Stun Orb	30%	150 Gil	15%
H V	D F G H J	Mythril Shard	20%	Ultimite	25%	Stun Orb	30%	480(960) Gil	15%

DAEDALUS

Common Materials Silver, Iron, Copper

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C F I J	Silver	20%	Gold	20%	Stun Orb	30%	150 Gil	15%
H V	C F I J	Mythril Shard	20%	Ultimite	20%	Stun Orb	30%	480(960) Gil	15%
V	I	Black Knight Helm	34%	Mythic Beast Sallet	33%	550(1100) Gil	33%	—	—
	I	Black Knight Plate	34%	Mythic Beast Plate	33%	550(1100) Gil	33%	—	—

DARK SAHAGIN

Common Materials Stained Fin, Sahagin Fin

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	E G	Gold Shard	20%	Silver Shard	20%	Dark Orb	50%	Cherry Cluster	30%
H V	E G	Ice Orb	50%	Time Orb	50%	Dark Orb	50%	Stun Orb	30%

DARK SKELETON

Common Materials Skull, Stained Bone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B I	Gold Shard	20%	Dark Orb	50%	Rainbow Grapes	30%	150 Gil	15%
H V	B I	Mythril Shard	20%	Dark Orb	50%	Stun Orb	30%	480(960) Gil	15%

ICARUS MU

Common Materials Mu Fur, Mu Nose

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	B I	Mu Fur	20%	Time Orb	50%	Dark Orb	50%	Stun Orb	30%

MAGIC GOLEM

Common Materials Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D E F H J	Gold Shard	20%	Silver Shard	20%	Dark Orb	50%	150 Gil	15%
H V	D E F H J	Mythril Shard	20%	Time Orb	50%	Dark Orb	50%	480(960) Gil	15%
N H V	H	Ether	100%	Potion	100%	—	—	—	—

MIMIC

Common Materials Mimic Talon, Mimic Slough, Mu Parchment

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	F	Frog Hood	36%	Paladin Helm	36%	Frog Costume	14%	Paladin Armor	14%
	I	Pirate Hat	36%	Wizard Hat	36%	Pirate Outfit	14%	Wizard Robe	14%
H V	F	Skull Diva	34%	Kitty Staff	33%	530(1060) Gil	33%	—	—
	I	Excalibur	34%	Bull Hammer	33%	530(1060) Gil	33%	—	—

MINI BOMB

Common Materials Little Thorn, Grain of Light, Dark Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	C D F	Dark Dust	20%	White Dust	20%	Red Fay Dust	20%	Yellow Fay Dust	20%

MINI MOVER

Common Materials White Dust, Grain of Light, Little Thorn

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N H V	E G	Dark Dust	20%	White Dust	20%	Blue Fay Dust	20%	Green Fay Dust	20%

PRICKLY TORTOISE

Common Materials Tortoise Shell, Gold Shard, Silver Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B C E G H	Blue Stone	20%	Red Stone	20%	Stun Orb	50%	Time Orb	50%
H V	B C E F G H	Yellow Stone	20%	Blue Stone	20%	Red Stone	30%	Time Orb	50%

DEATH MACHINE TYPE OMEGA

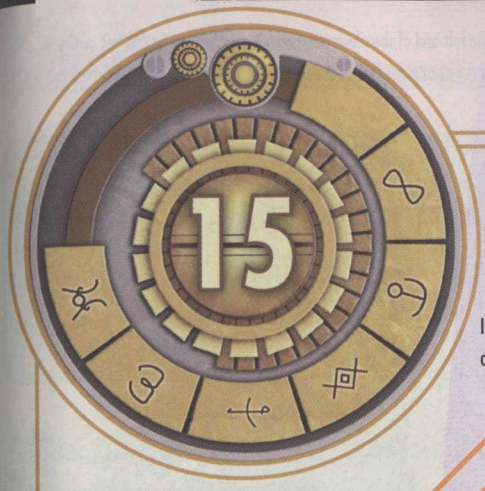
DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Omega Hammer	25%	Machina Pendant	7%	Machine Cylinder	50%	Machine Casing	50%
	2	Black Silver	100%	White Silver	100%	Silver	50%	Silver Shard	50%
	3	Oak Branch	25%	Tree Branch	25%	Blue Stone	25%	Red Stone	25%
	4	Seraph Dust	100%	Dark Dust	44%	Dark Dust	28%	Green Fay Dust	28%
	5	Sui Gem	24%	Ko Gem	17%	170 Gil	28%	170 Gil	31%
	6	170 Gil	200%	170 Gil	100%	170 Gil	100%	170 Gil	100%
H V	1	Machina Pendant	15%	Machine Cylinder	50%	Gold	50%	—	—
	2	Abyssian	100%	Ultimite	34%	Holy Orb	33%	Mythril	33%
	3	Mythril Shard	100%	Ultimite	34%	Orichalcum	33%	Dark Orb	33%
	4	Magic Stone	100%	Dark Dust	40%	Yellow Feather	40%	White Dust	20%
	5	Haku Gem	40%	Kurenai	30%	Shisui	20%	Murasoki	10%
	6	530(1060) Gil	100%	530(1060) Gil	100%	530(1060) Gil	100%	530(1060) Gil	100%

DEATH MACHINE TYPE SIGMA

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Machina Pendant	7%	Machine Cylinder	50%	Machine Casing	50%	—	—
	2	Platinum	100%	Black Gold	100%	Gold	50%	Gold Shard	33%
	3	Oak Branch	25%	Tree Branch	25%	Blue Stone	25%	Red Stone	33%
	4	Seraph Dust	100%	White Dust	44%	White Dust	28%	Green Fay Dust	20%
	5	Sei Gem	32%	Ki Gem	29%	170 Gil	25%	170 Gil	10%
	6	170 Gil	100%	170 Gil	100%	170 Gil	100%	170 Gil	100%
H V	1	Machina Pendant	15%	Machine Cylinder	50%	Gold	50%	—	—
	2	Ultimite	100%	Abyssian	34%	Dark Orb	33%	Mythril Shard	33%
	3	Holy Orb	100%	Ultimite	34%	Orichalcum	33%	Mythril	33%
	4	Magic Stone	100%	Dark Dust	40%	Yellow Feather	40%	White Dust	20%
	5	Haku Gem	40%	Kurenai	30%	Shisui	20%	Murasoki	10%
	6	530(1060) Gil	100%	530(1060) Gil	100%	530(1060) Gil	100%	530(1060) Gil	100%

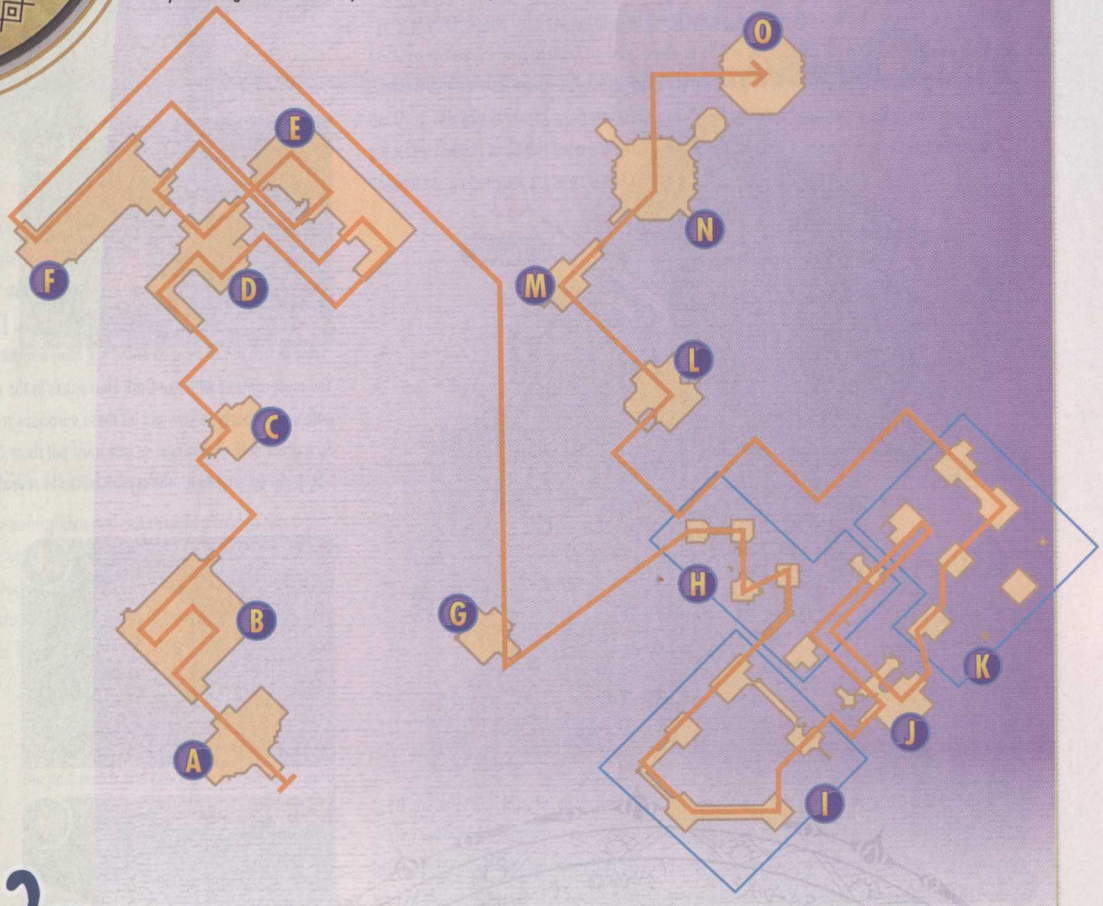
CHEST DROP TABLE

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
B	1	N H V	150 Gil	100%	Gourd Potato	34%	Star Carrot	33%	Round Corn	33%
		N H V	480(960) Gil	100%	Gourd Potato	34%	Star Carrot	33%	Round Corn	33%
	2	N H V	150 Gil	100%	Silver Shard	75%	Silver	25%	—	—
		N H V	480(960) Gil	100%	480(960) Gil	100%	480(960) Gil	50%	480(960) Gil	25%
	3	N H V	Frog Costume	36%	Paladin Armor	36%	Ko Gem	28%	—	—
		N H V	Element Ring	50%	530(1060) Gil	50%	—	—	—	—
	4	N H V	Scratch Cards 11-08	80%	Scratch Cards 16-04	80%	—	—	—	—
		N H V	Scratch Cards 11-08	100%	Scratch Cards 16-04	100%	Scratch Cards 03-12	80%	—	—
C	5	N H V	150 Gil	100%	Gold Shard	75%	Gold	25%	—	—
		N H V	Mythril	100%	Mythril Shard	100%	Mythril	75%	Mythril Shard	75%
D	6	N H V	150 Gil	100%	150 Gil	100%	150 Gil	50%	150 Gil	25%
		N H V	Dark Dust	100%	White Dust	100%	Dark Dust	75%	White Dust	75%
	7	N H V	150 Gil	100%	Silver Shard	75%	Silver	25%	—	—
		N H V	Moogle Plant	100%	Moogle Plant	50%	Moogle Plant	50%	Moogle Plant	50%
	8	N H V	Scratch Cards 01-07	80%	Scratch Cards 11-07	80%	—	—	—	—
		N H V	Scratch Cards 01-07	100%	Scratch Cards 11-07	100%	Scratch Cards 12-17	80%	—	—
		N H V	Stun Drops	25%	—	—	—	—	—	—
E	9	N H V	Silver Shard	100%	Silver	50%	Silver Shard	50%	Silver	25%
		N H V	Seraph Dust	100%	Seraph Dust	100%	Seraph Dust	75%	Seraph Dust	75%
	10	N H V	Gold Shard	100%	Gold Shard	75%	Gold	50%	Gold	25%
		N H V	Red Stone	100%	Blue Stone	100%	Yellow Stone	100%	—	—
	11	N H V	Fruity Nugget	39%	Vegetarium	39%	Ko Gem	22%	—	—
		N H V	Canhur	34%	Deception Bow	33%	530(1060) Gil	33%	—	—
F	12	N H V	Frog Hood	36%	Paladin Helm	36%	Frog Costume	14%	Paladin Armor	14%
		N H V	Mythril Shard	100%	Mythril	75%	Orichalcum	50%	—	—
	13	N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	—	—
		N H V	Mythril	100%	Mythril Shard	100%	Mythril	75%	Mythril Shard	75%
	14	N H V	Gold	100%	Red Fay Dust	100%	Gold	25%	Silver	25%
		N H V	Blue Fay Dust	100%	Silver	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
	15	N H V	Scratch Cards 06-06	80%	Scratch Cards 15-09	100%	—	—	—	—
		N H V	Scratch Cards 06-06	100%	Scratch Cards 15-09	80%	Scratch Card 08-08	80%	—	—
G	16	N H V	Dark Dust	100%	White Dust	100%	Dark Dust	50%	White Dust	50%
		N H V	Dark Dust	100%	White Dust	100%	Dark Dust	75%	White Dust	75%
	17	N H V	Scratch Cards 09-02	80%	Scratch Cards 12-14	80%	Scratch Cards 14-05	80%	—	—
		N H V	Scratch Cards 09-02	100%	Scratch Cards 12-14	100%	Scratch Cards 14-05	100%	—	—
		N H V	Anti-Stun Drops	25%	—	—	—	—	—	—
H	18	N H V	Pirate Outfit	36%	Wizard Robe	36%	Ko Gem	28%	—	—
		N H V	Anti-Time Stone 1	48%	Anti-Time Stone	33%	Anti-Time Stone 3	19%	—	—
	19	N H V	170 Gil	100%	170 Gil	100%	170 Gil	50%	170 Gil	25%
		N H V	530(1060) Gil	100%	530(1060) Gil	100%	530(1060) Gil	50%	530(1060) Gil	25%
	20	N H V	Scratch Cards 15-19	80%	Scratch Cards 15-20	80%	—	—	—	—
		N H V	Scratch Cards 15-19	100%	Scratch Cards 15-20	100%	Scratch Cards 10-18	80%	—	—
I	21	N H V	150 Gil	100%	Gold Shard	75%	Gold	25%	—	—
		N H V	Mythril Shard	75%	Mythril	50%	480(960) Gil	100%	—	—
	22	N H V	Gold Shard	100%	Gold Shard	75%	Gold	50%	Gold	25%
		N H V	480(960) Gil	100%	480(960) Gil	100%	480(960) Gil	50%	480(960) Gil	25%
	23	N H V	Scratch Cards 12-13	80%	Scratch Cards 14-06	80%	—	—	—	—
		N H V	Scratch Cards 12-13	100%	Scratch Cards 14-06	100%	—	—	—	—
	24	N H V	Scratch Cards 16-05	80%	Scratch Cards 16-06	80%	—	—	—	—
		N H V	Scratch Cards 16-05	100%	Scratch Cards 16-06	100%	—	—	—	—



CAUSE AND ORIGIN

It has been a long, strange journey, but you are nearing the end of your quest. You survived the harrowing crossing of the Bridge and only one thing stands between you and the answers you seek: the tower.



ADAMANTOISE

STAT	N	H	V
HP	1498	3297	4617
EXP	870	3349	3349

AHRIMAN

STAT	N	H	V
HP	1498	3372	4722
EXP	880	3353	3353

BOLT GOLEM

STAT	N	H	V
HP	1267	2833	4083
EXP	850	3343	3343

CHIMERA

STAT	N	H	V
HP	1498	3347	4687
EXP	855	3345	3345

COCKATRICE

STAT	N	H	V
HP	1152	2582	3782
EXP	835	3338	3338

DAEDALUS

STAT	N	H	V
HP	1498	3472	4862
EXP	860	3346	3346

DARK BAT

STAT	N	H	V
HP	806	1806	2806
EXP	840	3340	3340

DARK ELEMENTAL

STAT	N	H	V
HP	173	351	651
EXP	830	3336	3336

DARK SAHAGIN

STAT	N	H	V
HP	1152	2819	4129
EXP	850	3343	3343

GRAPPLER GOLEM

STAT	N	H	V
HP	1267	2947	4247
EXP	850	3346	3346

MAGIC GOLEM

STAT	N	H	V
HP	1267	2720	3920
EXP	850	3343	3343

LARKEICUS BOSS

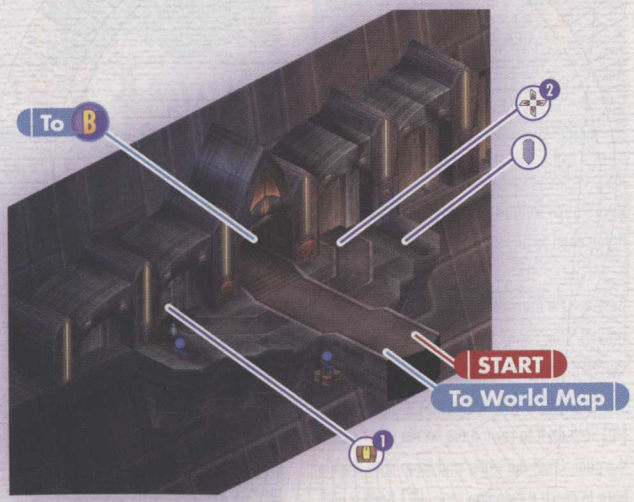
STAT	N	H	V
HP	9350	15,525	17,025
EXP	0	0	0

NEO LARKEICUS BOSS

STAT	N	H	V
HP	12,500	20,250	21,750
EXP	0	0	0

THE TOWER

AREA A

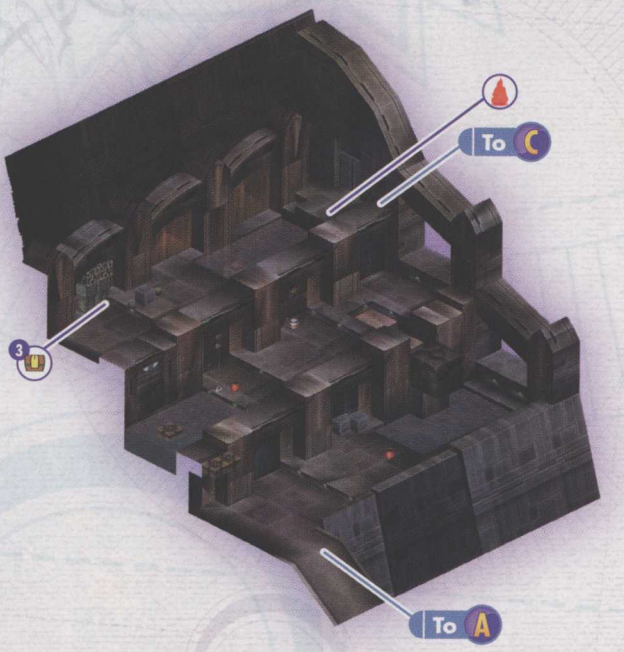


There is a **Save Stone** to your right as you enter. The way ahead is treacherous, so it's a good idea to use it. Notice the Blue Orb at the left end of the platform. There is another one to the left of the entrance, floating barely in sight. Set the device so that when triggered, it hits both Orbs. [1] When both are activated, the green pillars fall into the floor, revealing a **Treasure Chest**! [2] Collect the contents and head into Area B.

BURIED TREASURE!

Before you leave this area, be sure to grab the secret stash to the right of the doorway leading into Area B.

AREA B



Take on the Chimera as soon as you enter. Remember to blast it with Holy magic as much as possible. It's got a nasty habit of stunning anyone within melee range, making it difficult to destroy this monster with melee attacks alone. Grab the moveable blocks and drag them out of the way to reach an Ice Pot. [3] Cast Blizzard on it and toss it into the water. Now that the water is frozen, drag one of the moveable blocks over the ice until it is in position beneath the large block. Grab the Oil Barrel and set it on top of the moveable block. [4] Ignite the barrel and step away. It blasts the block apart, revealing a stairway.

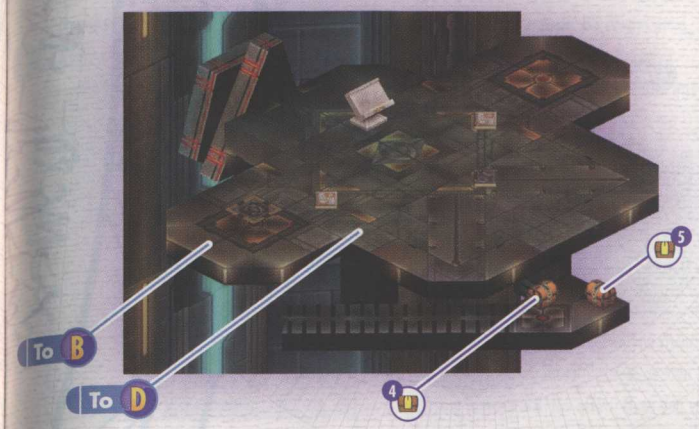
Head upstairs, where you'll face another Chimera. Don't forget that these can plunge you into Darkness as well, so be ready to use Clear if necessary. Use the **White Barrel** next to the Chimera if you need to replenish your HP or MP.

Grab the Oil Barrel and walk into the water to the left. Jump onto the tile in the water and set the Oil Barrel on it. [5] Ignite it and toss it at the block in the wall to reveal a red floor switch. [6] Step on it to raise a tile on the other side of the pool. Cross the water and jump onto the tile here to reach a swinging rope. [7] Grab it and ride it across to the higher ledge.

You must contend with two Dark Elementals in the center of the area once you jump across. Quickly gather your party to you and hit these voracious creatures with Holy magic. They can poison you and do a great deal of damage, so you must put them down quickly. Once the battle is over, go to the left, jump up, and touch the crystal blocks to reveal a **Treasure Chest!**

When you are done collecting your spoils, freeze the Ice Pot and take it over to the waiting pool. Note the position of the red floor switch under the water. Drop in the pot to freeze the pool. Drag the moveable block onto the ice and position it right above the switch. [9] Ignite the Fire Pot and drop it onto the ice, sinking the block and activating the switch. Water Barrels start falling from the sky into the pool once you've activated the switch. Freeze the Ice Pot again and use it to refreeze the pool. Now, pick up a Water Jar and carry it across the ice to reach the flames in front of the door. [10] Smash the jar to douse the flames and open the way into Area C.

AREA C

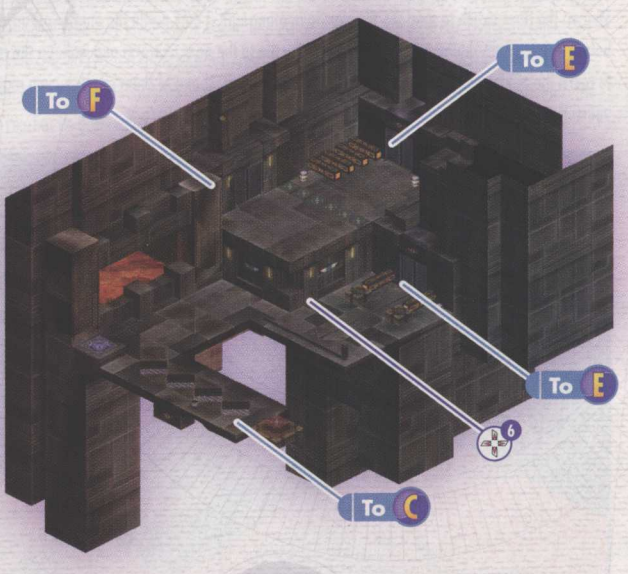


You've stepped onto an elevator platform that takes you higher into the tower! A trio of Grappler Golems attacks you! Get behind them to avoid their Guard. There is a **Lectern** here, just like in the library. Grab a purple **Book** and put it on the stand whenever a new monster appears to get some extra damage to take down your foes. **[11]** Once you take down the first trio of Golems, Magic Golems pop up to take their turn. An Adamantoise joins the battle as soon as the rest of your enemies fall.

Every so often, White Orbs pop up around the elevator platform. Move the device to the left of the **Lectern** so that it is in a position to direct spells at all the Orbs. **[12]** Throw a white **Book** onto the **Lectern** and use your magic target ring to direct the Book's Holy magic to the device, shattering the Orbs. This allows you to reach the **Treasure Chests** hidden beneath the platform! You only get a few chances to do this before the elevator stops, so be quick! Once the elevator reaches its destination, gather your party onto the giant red floor switch to enter Area D.

AREA D

Watch out! This area is highly poisonous! Grab the nearby **Urn** and run straight ahead to toss it on the **Purple Plate**. **[13]** Two Bolt Golems appear once the **Urn** touches the plate! Take them down before moving on. Now that you've got some protection, pick up the **Urn** and carry it with you to the post switch. Set it down between the wall switches and the post switch. Activate the post switch and hurry to the first wall switch. Push it almost in, but not all the way. **[14]** If you depress the first switch all the way, it comes back out once the post switch returns to its original position, and you don't have time to push in both. Return to the post switch and reactivate it. This time, push the remaining switch all the way in and quickly finish depressing the first switch. The doorway to Area E opens once you've pushed both of them into the wall.



BURIED TREASURE!

Be sure to gather up the Buried Treasure in front of the left switch before moving on!

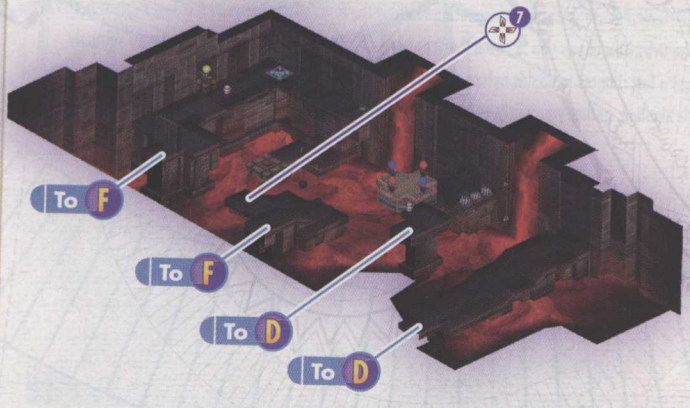
MULTIPLAYER TIP!

THE MORE, THE MERRIER

You can handle this set of switches much more quickly with some multiplayer help. If you've got a partner, one of you can operate the wall switches while the other keeps the post switch activated so that you've got all the time you need to push in both wall switches. If you've got three people playing together, the third is on Urn duty and can move it wherever needed, and can even refresh the protection at the Purple Plate.

AREA E

At least this area isn't poisonous! Still, the first thing you see when you enter is an Ahriman! If you are low on HP, heal up quickly before taking on this monster. Once it's down, continue forward, making your way past the Adamantoise. With the monsters out of the way, jump onto the swinging rope overhead and ride it all the way across the lava to the other side. [15] Watch out for the spikes when you land!

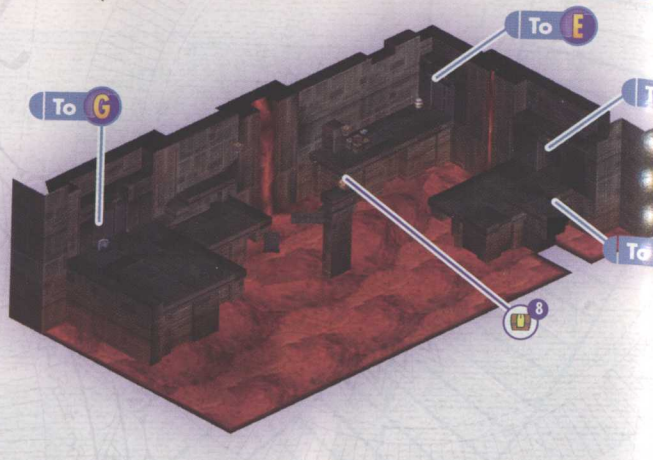


Step on the floor switch to send the tile over to another path. [16] Battle the angry Cockatrice before moving onto the next floor switch. Ride the tile to the next platform and walk up the ramp to reach the next area. Watch out for the spiked pendulums. If one of them connects, you may find yourself trying to swim in boiling lava!

BURIED TREASURE!

Before heading out, take a moment to unearth the loot hidden near the exit. [17]

AREA F



Area F is highly poisonous, but you won't be here for long. Take out the Cockatrices that attack as soon as you enter. The doorway to Area D will open once they have all been defeated.

AREA D

This area is also poisonous, and the only way you can make it stop is to activate the wall switches in the correct order. Quickly Cure any lost HP and approach the switches. From left to right, think of the switches as being numbered one through four. Push the third switch in first. [18] Do the same for switches one, four, and then two. Once all four switches are flush with the wall, the poison will lift. Take advantage of the **White Barrels** and heal your entire party before moving through the now-open door into Area E.

AREA E

Locate the **White Barrel** as soon as you enter this area. Take advantage of it, making sure your party is battle-ready before moving forward. Step onto the platform. [19] Like the one you used in the mine, you can control this platform by using magic on the Orbs. Move the platform forward with the Blue Orb until you engage the Ahriman that attacks. Use Gravity to knock it down onto the platform where you can more easily attack it. Once you are finished, move the platform over to the far ledge, next to the **Urn**.

Step off and deal with the two Cockatrices guarding this walkway. Grab the **Urn** and place it on the **Blue Plate**. Ride it up until you can jump onto the floating tile containing the Yellow Orb. [20] Activate the Orb with Thunder magic to open the door at the end of the walkway. Jump down and face the Chimera guarding the door. Once you have defeated it, move on into Area F.

AREA F

Defeat the Cockatrice that charges you as you enter. There is a **White Barrel** next to the entrance if you need to replenish your HP or MP. Walk forward and pick up the **Keystone**. It's always good to have a **Keystone**, but you need to get it across the chasm to the **Key Pedestal** on the other side. Place it on top of the pull switch you see here. [21] Grab the pull switch and ride it all the way across until it stops. Quickly jump off and move onto the ledge. Take the **Keystone** from the top of the pull switch before it travels all the way back to its starting point. [22] If you miss it, there is another pull switch on this upper ledge that takes you back across the lava to the other side, where you can try again.

Place the **Keystone** in the **Key Pedestal** to open the nearby door. Be careful when approaching the **Key Pedestal**; two Dark Sahagin lurk nearby, waiting to draw you into battle. Once you clean out the monsters, head to the edge of the walkway and use the rectangular tiles to reach the tall pillar far out into the lava. [23] These tiles sink as soon as you touch them, so you must be light on your feet. The **Treasure Chest** on top of the pillar contains a **Scroll**, so it is well worth the effort! Once you've collected your bounty, you are ready to proceed to Area G.

AREA G

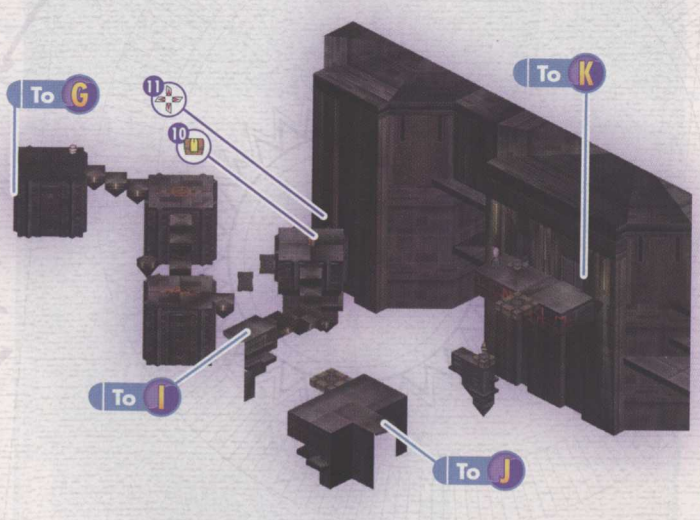
You've made it to the second elevator! [24] As it takes you up the tower, avoid the rolling alarm in the center to keep the amount of damage you take to a minimum. Triggering the alarm unleashes spike traps and Oil Barrels. Cockatrices, Dark Sahagin, and Dark Elementals engage you in battle while the elevator continues to rise. Of these, the Dark Elementals are by far the most dangerous. Hit them with Holy magic before they can do much damage.

Look for a swinging rope on the left-hand side of the platform, then jump up and take hold of it. When it swings all the way towards the tower, hop off and up to reach a second swinging rope. Ride this one over to reach a small platform containing a **Treasure Chest**. [25] It may take you more than one attempt to reach the chest, but it's worth your time to gain another **Scroll**! Once the elevator reaches its destination, step on the floor switch to reach Area H.

AREA H

Upon your arrival in Area H, locate the **White Barrel** to help you replenish your HP or MP. Cross the platform and go down the steps to the right, where you face two Dark Bats. Use your Recovery magic to pop them out of shadows so you can better damage them. Once the way is clear, jump to the next platform. Be careful here! There is a gap between the stepping stones that you must jump across. Use the stepping stone to the left to make the jump easier. [26]

Attack the Chimera on the next platform, defeating it with a few good blasts of Holy magic. Use the rectangular tiles to the right to reach the next platform. [27] Remember that this type sinks when you touch one, so be quick! Two Grappler Golems appear once you open the **Treasure Chest**! Move around to their backs to get in good hits past their Guard. You don't have much room here, so take them down before they can explode. Exit the platform and climb the steps to reach Area I.



AREA I

Defeat the three Grappler Golems and charge up the **pyramid** . Step onto the tile next to the **socket** and place the **pyramid** in the **socket**. [28] Once you do, the tile starts moving to the next platform. If you happen to place the **pyramid** and fail to ride the tile over, there is a swinging rope at the upper edge of the platform you can use to get across. When you arrive, pick up the **pyramid** and jump onto the platform. You must be really quick to do this successfully, as the tile will return to its original position as soon as you lift the **pyramid** out of the socket.

Once you have the **pyramid**, go to the edge of the platform where you can see another empty **socket**. [29] Drop the charged **pyramid** into it. This sends it over to the other side of the area where you can pick it up later. Contend with the Grappler Golem and move toward the spike traps. Watch the pattern the traps take, because they slide on different paths. To sneak safely by, wait until one of the traps is at its closest point. As soon as it starts to go back down the path, follow it closely. [30] Once the trap sliding next to you passes your location, step onto its track and continue. This way, you can make it past without getting stuck!

BURIED TREASURE!

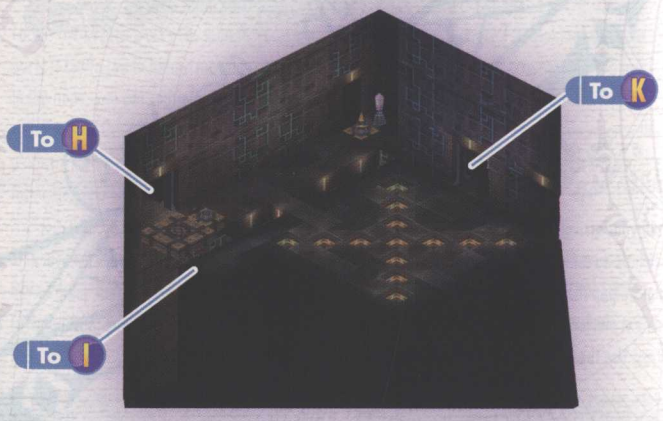
Before running past the spikes, grab this well-guarded treasure hidden in the floor! [31]

You'll face a few Bolt Golems after clearing the spike traps area. Once you eliminate them, it is time to get that **pyramid** you had earlier. Grab the nearby rope pulley and ride it down to the large tile with the red floor switch. [32] Once there, stand on the very edge of the switch to make the tile slide to the left. By standing on the extreme edge, you are in range to grab the **pyramid** when the tile passes next to it. [33] If you miss it, just step off the switch. The tile slides back, and you can try again.

Once you've got the **pyramid**, continue riding the tile all the way back to where you fought the Bolt Golems. Jump quickly onto the walkway. The tile is going to start back to its original position as soon as your feet leave the switch, so be quick. If you drop the **pyramid**, you must retrace your steps, going back to retrieve it from where you entered this area.

You've safely brought the **pyramid** to you; now head down the walkway with it, past the sliding spike traps and the pair of Daedaluses, to reach the end of the walkway. [34] After vanquishing these metal foes, charge up the **pyramid** and step onto the tile, placing the **pyramid** in the waiting **socket**. Ride the tile to the other side. [35] Pick up the **pyramid**, hop down onto the platform, and place it in the **socket** to open the door.

AREA J



Be ready for battle before moving forward! There are quite a few monsters packed into this small room, so heal up and employ spells like Barrier and Haste to give you the advantage in the coming encounters. Every bit of extra damage you do, or every bit less damage you take, can mean the difference between a victory and a KO!

Your first foe is an Adamantoise. Avoid standing directly in front of it as much as possible. Stomping on its shell never hurts, either. Two Ahriman appear as soon as that armored monstrosity hits the floor. As long as they're flying, this can be a tough fight. Use Gravity on them to bring these flying eyeballs down to earth, where you can have at them with little difficulty. No sooner do the Ahriman fall than you've got two Dark Sahagin to battle! [36] If you find yourself hurting from the battles you've already faced, give yourself some room and heal yourself before heading back in to take them on.

A Grappler Golem, a Bolt Golem, and a Magic Golem near the entrance appear once you've finished the fight above! Attack them from behind to get past their pesky Guard ability and avoid the Magic Golem's target rings. Now that you've finally cleared out all of the monsters in this room, grab the **pyramid** and place it in the empty **socket** to open the door to Area H. [37]

AREA H

Step onto the moving tile when it comes into range and use it to reach the one sliding next to it in the opposite direction. Be careful! These tiles move much faster than the ones you are used to. From there, grab the **pyramid** out of the **socket**. [38] Ride the tile to the next platform and jump onto it, still carrying the **pyramid**. Make your way past the Chimera here to place it in the **socket**. This opens the door to Area K.

AREA K

You must take on three Bolt Golems as soon as you enter the area. Once you've eliminated the threat, grab the **pyramid** and place it in the socket on the rapidly raising and lowering tile on the other side of the platform. [39] This makes a tile appear near one of the other platforms in Area K, but you can't reach it from here.

AREA H

Head back into Area H. Take out the Chimera, then cross back over the rapidly sliding tiles to reach the entrance to Area J.

AREA J

As soon as you enter Area J, the doorway on the opposite wall opens, leading you into Area K. For extra experience and loot you can stay and fight the whole gauntlet of monsters again, but ensure that you are battle-ready if you want to go for it.

AREA K

Jump on the platform with the red floor switches. Any time you are near a regular switch, activate it to make a platform appear. Steer it to the right to reach a pillar with a **Treasure Chest**, taking down the Dark Bats in the way. [40] After claiming your prize, guide the platform up and to the right to reach the small platform farthest to the right. [41] Activate both post switches to raise the **pyramid** out of the depression. Quickly pick it up and return to the moving platform.

Head to the center platform, directly to the left of the one you just left. Charge up your **pyramid** and place it in one of the **sockets** here. [42] Go to the left side of this platform and hit the switch, making a moving platform appear there. Use it to reach the next platform to the left, where you first visited Area K. [43] Once again, you must clear away the Bolt Golems that appear. When you are finished, take back the **pyramid** you placed here on the moving tile, head back to the center platform, and place it in the remaining **socket**. A set of tiles appears once you do so, letting you access the larger platform to the upper right. Take care of the Dark Bat that swoops in, attempting to stop you.

Jump up the tiles to reach the next platform and make your way past the Magic Golem and the Adamantoise to reach Area L. [44]

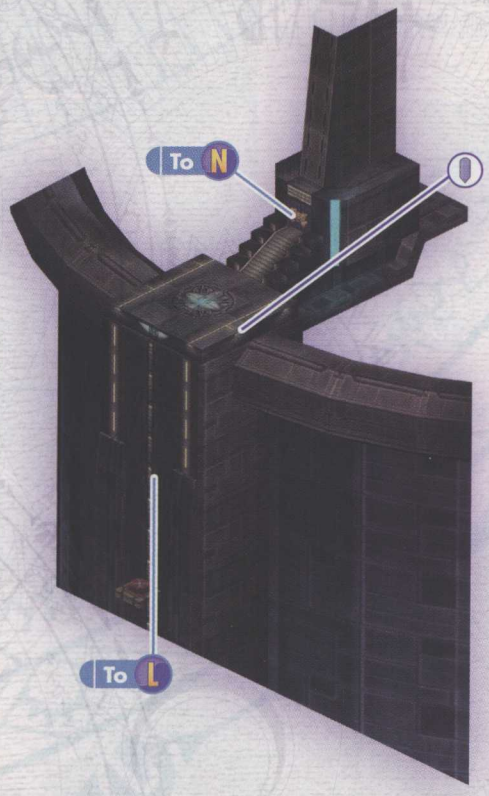
AREA L

BURIED TREASURE!

Before leaving Area K. Carry the three boxes near the exit onto the moving platform. Drive the platform all the way over to the right until you reach the tall pillar. Stack the boxes on top of each other and climb up on top of them. From this height you can reach the top of the pillar and uncover a Buried Treasure, as well as plunder the Treasure Chest!

Area L is the final elevator that takes you to the top of the tower. Destroy the Dark Sahagin monsters that appear at opposite ends of the elevator. When you do, the elevator expands, revealing more foes! [45] Make your way around the elevator, taking on the Golems you encounter. Be careful moving between sections, as the pathway is dangerously narrow. Once they've been defeated, the elevator expands further, revealing **Treasure Chests**! [46] Navigate around the elevator once again, clearing out the Golems and Daedaluses you encounter. A Chimera and an Adamantoise appear on the main part of the elevator after you've looted all the chests. Eliminate them, making a **Dungeon Key** appear. Take it and wait for the elevator to stop. Step onto the large red floor switch to reach the next area.

AREA M



You have almost reached the top of the tower! Use the **Save Stone** here before unlocking the door and entering Area N!

BOSS ENCOUNTER

Larkeicus

This boss encounter has two stages. During the first part, you face Larkeicus in his unaugmented state. However, he's no pushover! His most common attack is to swipe at you, afflicting you with Poison. [48] Cleanse this right away. You don't need to take the extra damage, and the interruption to your spellcasting can be a major hindrance when you are trying to keep your party healed.

Larkeicus can also focus his energy into his claw-like hand and blast a target for massive damage. [49] When you see him begin to charge up, back away from him to avoid taking the hit. He can also gather dark energy to him and release it in a massive blast that hits everyone near him. As soon as you see the large circles begin to form over his head, run as fast as your legs can carry you away from him. [50] This ability causes heavy damage, often killing your entire party. Wait until he unleashes this attack, then run in to let him have it with your melee strikes.

The old scholar is a formidable foe on his own, but he also summons Golem minions! [51] Each time he summons three of them: a Grappler Golem, a Bolt Golem, and a Magic Golem. Once they appear, focus on attacking them. The extra damage they inflict makes it difficult to engage Larkeicus at all. Even if this weren't the case, you must destroy them so that you can get the Ether and Potions they drop. This is a long fight, so prioritize keeping your HP up before any other concern.

Even when you finally manage to kill Larkeicus, he doesn't stay dead. He uses the power of the crystals to come back even stronger! The battle isn't over yet! [52]

This version of Larkeicus also has a few nasty tricks up his sleeves. He still uses a version of his energy blast, which can really damage a target. In addition, he can rain fiery crystals down from the sky to wreak havoc on any party members caught in this storm. [53]

Once you get him to half HP, he summons three cones. [54] Destroy them to release much-needed Ether and Potions. He also summons a larger version of his claw. Attack this as if it were Larkeicus himself to lower his HP. [55]

Stay on the move and keep an eye out for enemy magic circles while keeping yourself and your party healed. Remember to use the two Phoenix Downs on either side of the battleground if you get KO'd. You've got plenty of room to move around here, so don't let yourself get boxed in by the enemy. This is a tough battle, but with a lot of perseverance and a little luck, you can win the day!

Congratulations! With Larkeicus's defeat, you have protected the present from the sins of the past. History is once again secure, and you can breathe more easily knowing your family and friends are no longer in danger. You have solved the mystery of the tower, but your adventure need not be over. There is still plenty of work for a hardy adventurer! Visit the Quest Shoppe in town to take on odd jobs, or try your skills against the special bosses lurking about. Whatever you decide to do, the skills and items you've collected will definitely help you on your way.

Really, only one question remains: where to now?

MONSTER DROP TABLES

ADAMANTAIMAI

Common Materials Adaman Shell, Adaman Tusk, Gold

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C E J K L N	Gold Shard	20%	Silver Shard	20%	Stun Orb	30%	175 Gil	10%
H V	C E J K L N	Adamantite	20%	Mythril Shard	20%	Stun Orb	30%	500(1000) Gil	10%

AHRIMAN

Common Materials One-Eye Wing, Big One-Eye, Gold Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D E J	Gold Shard	20%	Stun Orb	30%	Cherry Cluster	50%	175 Gil	10%
H V	D E J	Mythril Shard	20%	Stun Orb	50%	Dark Orb	50%	500(1000) Gil	10%

CHIMERA

Common Materials Yellow Feather, Feline Spirit, Chimera Blood

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B E H J L	Gold Shard	20%	Time Orb	50%	Dark Orb	50%	Stun Orb	30%
H V	B E H J L	Mythril Shard	20%	Time Orb	50%	Dark Orb	50%	Stun Orb	30%

COCKATRICE

Common Materials Oak Branch, Cockatrice Feather, Cockatrice Scale

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	E F G J	Dark Dust	20%	Green Fay Dust	20%	Dark Orb	50%	Stun Orb	30%
	G J	175 Gil	100%	Gourd Potato	34%	Star Carrot	33%	Round Corn	33%
	G J	175 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
H V	E F G J	Dark Dust	20%	Yew Branch	20%	White Dust	20%	Dark Orb	50%

DAEDALUS

Common Materials Silver, Iron, Copper

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D I	Gold Shard	20%	Silver Shard	20%	Time Orb	50%	Stun Orb	30%
H V	D I	Mythril Shard	20%	Ultimite	15%	Time Orb	50%	Stun Orb	30%
N H V	L	Potion	100%	Potion	100%	—	—	—	—
	L	Ether	100%	Ether	100%	—	—	—	—

DARK BAT

Common Materials Dark Dust, Odd Angled Eye

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B H K	Dark Dust	20%	White Dust	20%	Dark Orb	50%	Gourd Potato	75%
H V	B H K	Dark Dust	20%	White Dust	20%	Phoenix Down	20%	Stun Orb	30%

DARK ELEMENTAL

Common Materials Element Gem, Dark Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B G J	Fire Orb	50%	Ice Orb	50%	Thunder Orb	50%	Rainbow Grapes	90%
H V	B G J	Fire Orb	50%	Ice Orb	50%	Thunder Orb	50%	Dark Orb	50%

DARK SAHAGIN

Common Materials Stained Fin, Sahagin Fin

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	F G J L	Silver Shard	20%	Time Orb	50%	Dark Orb	50%	Rainbow Grapes	50%
H V	F G J L	Yellow Stone	20%	Blue Stone	20%	Red Stone	20%	Dark Orb	50%

GRAPPLER GOLEM

Common Materials Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C H I J N	Stun Orb	20%	Ether	15%	Potion	15%	175 Gil	10%
H V	C H I J N	Stun Orb	20%	Ether	15%	Potion	15%	500(1000) Gil	10%
N H V	C I	Ether	100%	Potion	100%	—	—	—	—
	I	Potion	100%	Potion	100%	—	—	—	—
	I	Ether	100%	Ether	100%	—	—	—	—
	N	Ether	35%	Potion	35%	—	—	—	—
	N	Potion	100%	—	—	—	—	—	—

MAGIC GOLEM

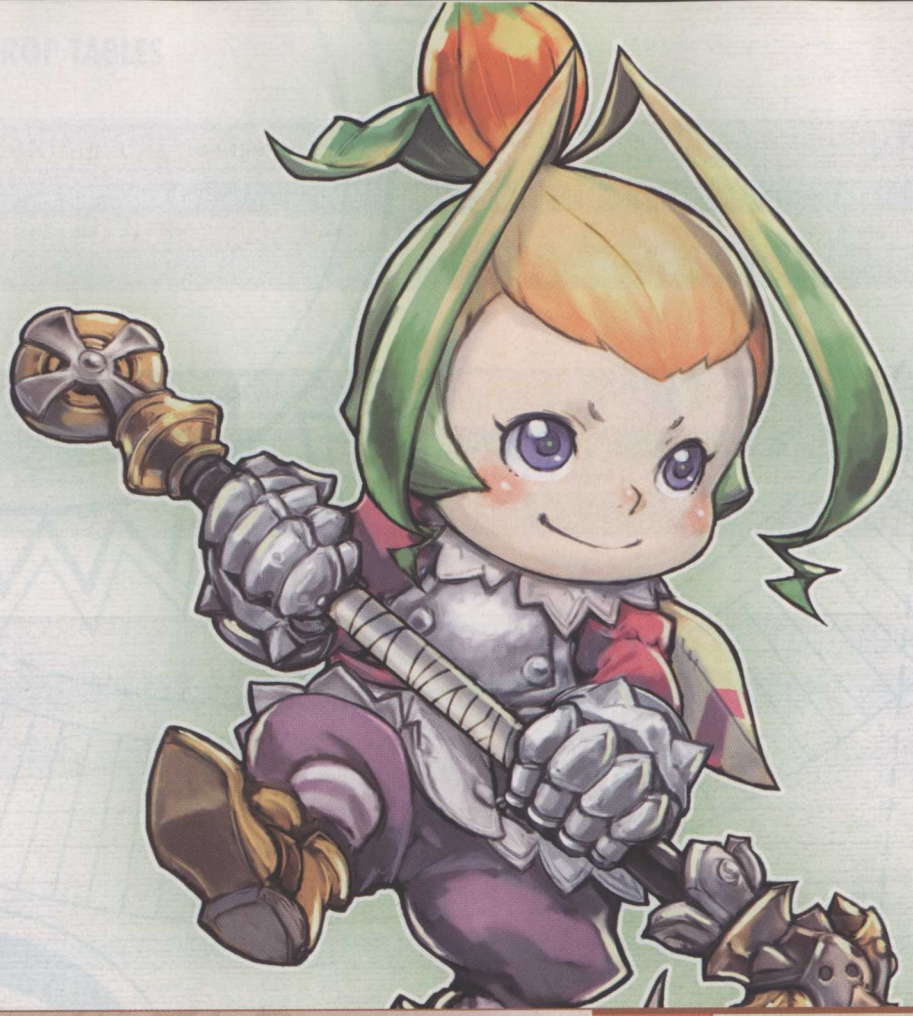
Common Materials Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	C H J L N	Gold Shard	20%	Silver Shard	20%	Dark Orb	50%	150 Gil	15%
H V	C H J L N	Mythril Shard	20%	Time Orb	50%	Dark Orb	50%	480(960) Gil	15%
N H V	C K	Ether	100%	Potion	100%	—	—	—	—
	N	Ether	35%	Potion	35%	—	—	—	—
	N	Potion	100%	—	—	—	—	—	—

SHOOTING GOLEM

Common Materials Alchemy Core

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	D I J K L N	Time Orb	20%	Potion	15%	Ether	15%	175 Gil	10%
H V	D I J K L N	Time Orb	20%	Potion	15%	Ether	15%	500(1000) Gil	10%
N H V	K	Potion	100%	Potion	100%	—	—	—	—
	K	Ether	100%	Ether	100%	—	—	—	—
	N	Ether	35%	Potion	35%	—	—	—	—
	N	Potion	100%	—	—	—	—	—	—



LARKEICUS BURST

Common Materials Homunculus Core

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Ether	100%	Ether	100%	Potion	100%	Potion	100%
	2	Black Gold	25%	Black Gold	25%	Gold	25%	Gold	25%
	3	Gold Shard	25%	Gold Shard	25%	Seraph Dust	25%	Seraph Dust	25%
	4	Silver	25%	Silver	25%	Silver Shard	25%	Silver Shard	25%
	5	Sei Gem	30%	Ki Gem	27%	Sui Gem	23%	Ko Gem	20%
H V	1	Ether	100%	Ether	100%	Potion	100%	Potion	100%
	2	Black Gold	25%	Black Gold	25%	Gold	25%	Gold	25%
	3	Gold Shard	25%	Gold Shard	25%	Seraph Dust	25%	Seraph Dust	25%
	4	Silver	25%	Silver	25%	Silver Shard	25%	Silver Shard	25%
	5	Sei Gem	30%	Ki Gem	27%	Sui Gem	23%	Ko Gem	20%

NEO LARKEICUS

Common Materials Yesteryear Watch

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Impersonator's Robes	100%	Seer Stone	10%	Yesteryear Watch	50%	Homonculus Core	50%
	2	Black Gold	100%	Platinum	100%	Black Silver	100%	White Silver	100%
	3	Silver	25%	Silver Shard	25%	Gold	25%	Gold Shard	25%
	4	Seraph Dust	100%	Seraph Dust	100%	Seraph Dust	50%	Seraph Dust	50%
	5	Sei Gem	30%	Ki Gem	27%	Sui Gem	23%	Ko Gem	20%
	6	200 Gil	100%	200 Gil	100%	200 Gil	100%	200 Gil	100%
H V	1	Impersonator's Robes	100%	Seer Stone	20%	Yesteryear Watch	50%	Homonculus Core	50%
	2	Jewel Bat	25%	Burnout Broom	25%	Adamantite	100%	Abyssian	100%
	3	Ultima Weapon	25%	Grand Slam	25%	Orichalcum	100%	Dark Orb	100%
	4	Holy Judgment	25%	Lance of Longinus	25%	Ultimite	100%	Holy Orb	100%
	5	Kurenai	26%	Shisui	26%	Murasaki	26%	Ryoko	22%
	6	600(1200) Gil	100%	600(1200) Gil	100%	600(1200) Gil	100%	600(1200) Gil	100%

CHEST DROP TABLE

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	175 Gil	100%	Striped Apple	34%	Cherry Cluster	33%	Rainbow Grapes	33%
		N H V	Mythril Shard	75%	Mythril	50%	500 Gil	100%	—	—
	2	N H V	Scratch Cards 13-15	80%	Scratch Cards 14-14	80%	—	—	—	—
		N H V	Scratch Cards 13-15	100%	Scratch Cards 14-14	100%	—	—	—	—
B	3	N H V	175 Gil	100%	Ether	60%	Potion	40%	—	—
		N H V	Mythril Shard	100%	Mythril	75%	Mythril Shard	75%	Mythril	25%
C	4	N H V	Castor	34%	Brionac	33%	Continuity Bell	33%	—	—
		N H V	Blood Charm	50%	600(1200) Gil	50%	—	—	—	—
	5	N H V	Artemis' Bow	34%	Caliburn	33%	Jester's Spoon	33%	—	—
		N H V	Sage's Staff	34%	Rosenarm	33%	600(1200) Gil	33%	—	—
D	6	N H V	Scratch Cards 01-04	80%	Scratch Cards 15-10	80%	—	—	—	—
		N H V	Scratch Cards 01-04	100%	Scratch Cards 15-10	100%	—	—	—	—
E	7	N H V	Scratch Cards 08-03	80%	Scratch Cards 13-10	80%	—	—	—	—
		N H V	Scratch Cards 08-03	100%	Scratch Cards 13-10	100%	—	—	—	—
F	8	N H V	Castor	34%	Brionac	33%	Continuity Bell	33%	—	—
		N H V	Blood Charm	50%	600(1200) Gil	50%	—	—	—	—
G	9	N H V	Frog Costume	25%	Pirate Outfit	25%	Paladin Armor	25%	Wizard Robe	25%
		N H V	Gae Bolg	34%	Dragoneer Cannon	33%	600(1200) Gil	33%	—	—
H	10	N H V	200 Gil	100%	200 Gil	100%	200 Gil	50%	200 Gil	25%
		N H V	Mythril Shard	100%	Ultimite	25%	—	—	—	—
	11	N H V	Scratch Cards 11-12	80%	Scratch Cards 13-17	80%	—	—	—	—
		N H V	Scratch Cards 11-12	100%	Scratch Cards 13-17	100%	Scratch Cards 10-19	80%	—	—
I	12	N H V	Scratch Cards 04-18	80%	Scratch Cards 14-03	80%	—	—	—	—
		N H V	Scratch Cards 04-18	100%	Scratch Cards 14-03	100%	Scratch Cards 04-19	80%	—	—
K	13	N H V	Crystal Earrings	50%	200 Gil	50%	—	—	—	—
		N H V	Soul Charm	50%	600(1200) Gil	50%	—	—	—	—
	14	N H V	Frog Hood	25%	Pirate Hat	25%	Paladin Helm	25%	Wizard Hat	25%
		N H V	Legend Ladle	34%	Septentrio Blade	33%	600(1200) Gil	33%	—	—
	15	N H V	Scratch Cards 13-04	80%	—	—	—	—	—	—
		N H V	Scratch Cards 13-04	100%	Scratch Cards 13-19	80%	—	—	—	—
	16	N H V	Scratch Cards 13-05	80%	—	—	—	—	—	—
		N H V	Scratch Cards 13-05	100%	Scratch Cards 14-10	80%	—	—	—	—
		N H V	STR Drops	25%	—	—	—	—	—	—
L	17	N H V	Gold Shard	75%	Gold	50%	175 Gil	100%	—	—
		N H V	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
	18	N H V	Gold Shard	100%	Gold Shard	75%	Gold	50%	Gold	25%
		N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	—	—
	19	N H V	Crystal Earrings	50%	200 Gil	50%	—	—	—	—
		N H V	Soul Charm	50%	600(1200) Gil	50%	—	—	—	—

QUEST SHOPPE

The Quest Shoppe allows people from all over to hire adventurers to fulfill their various needs. Taking on quests is a great way to earn gil and items, as well as extra experience. You can speak to the moogle near the docks at any time while you're in Town to see what quests are available. To accept a quest, you must pay a fee, which varies depending on the quest's difficulty and reward. Once you have accepted the quest, you are transported into the appropriate area to complete it.

The entries below list everything you need to know to successfully complete each quest. Though each quest is unique, they all share certain attributes:

Difficulty Level (DL)
The games difficulty level determines the cost and reward of all quests. The first time playing through the game and the Normal difficulty on "Start +" share the same cost and reward. Hard and higher difficulty levels share the same cost and reward.

Cost
The Quest Shoppe charges a fee for each quest. The costs differ greatly, but the rewards are always well worth the price.

# of Players
Many quests can be done during solo play, but some require one or more multiplayer partners. If this number lists as **1-4**, you can take the quest on by yourself or with help from your friends. If it says **2-4**, the quest can't be done at all during solo play. Please note that this refers to the number of ***players***, not characters in your party.

BARREL BATTLE 1

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	90	1-4	CO-OP	Scroll-Hast Mask
Hard	225	1-4	CO-OP	Scroll-Beast Sa...

MP Type
During multiplayer mode, each quest is handled one of two ways: **Co-Op** quests allow you and other players to work together toward the same goals, while **VS** quests pit you head-to-head against each other to see who wins the day.

Reward
After you successfully complete a quest, you are returned to the Quest Shoppe and presented with a gift box and a Treasure Chest. The chest can contain material, Orb, and gil rewards, but each quest also has a special reward contained in the gift box you see. This is always something useful and can be a Scroll, a Jewel, or materials used to customize and create your own equipment. If you do exceptionally well on a quest, you may also earn bonus materials. You only have a few seconds to collect your rewards once they hit the ground, so be swift!

In addition to the rewards they provide, quests are a great deal of fun with little risk. If you fail at a quest, you are given the options to Try Again or End Quest. If you choose to Try Again, you will restart the quest immediately, and free of any additional charges. If you choose to End Quest, you are returned to the Quest Shoppe (minus the quest fee, of course), and can try the quest again anytime you'd like. The list of available quests is always growing as you progress through the game, so check back often.

Don't Forget Your Map!

When working on a quest, keep an eye on your map to see the location of power-ups, marked with a "?," as well as the location of your opponent in VS quests.

AREA 051X

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	90	1-4	CO-OP	Iron
Hard	225	1-4	CO-OP	Iron Silk

Oh no! Aliens are trying to abduct the cows. After you complete your task on Ice Mountain in "Repaying a Debt," this quest becomes available at the Quest Shoppe.

Upon accepting the quest, you are transported to the forest where six cows graze. The alien light tries to pull them up; it is up to you to prevent that! When you see the yellow light begin to abduct a cow, get underneath it, jump up to grab its legs, and pull it back down to the ground. If you lose more than four cows, you'll fail the quest, so be quick! You have 90 seconds to keep the cows safe. Watch the shadow of the beam along the ground and try to anticipate its movement. It moves quickly from cow to cow, so you must be speedy! If not, the light will take the bovines before you have a chance to save them.

AVAILABILITY

Automatically opens after completing Ice Mountain for the first time.

AREA 151X

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	180	1-4	CO-OP	Iron
Hard	450	1-4	CO-OP	Seraph Dust

The aliens are at it again! This time, you must save the cows in the village. This quest is more difficult than "Area 051X" because the village is a larger area with seven cows to watch, and your time limit is still the same. Just to make things more interesting, there are now two alien beams of light!

Keep an eye on the crosshairs on your map; these represent the two alien beams. To give yourself an edge, grab the multicolored boxes to gain Haste. This makes it much easier to run after those pesky aliens. This is a great quest to use some multiplayer help to even the odds against those UFOs!

AVAILABILITY

Automatically opens after completing both the Ruins for the first time and "Area 051X."

ICON	DESCRIPTION
?	Possible Power Up

AREA 251X

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	300	1-4	CO-OP	Sulfur Dust
Hard	750	1-4	CO-OP	Orichalcum

Those aliens really like their beef! You have one and a half minutes to keep six cows safe from alien abduction in the graveyard. A few dark foes also lurk around here. Avoid them if possible so they don't distract you from saving the cows. Keep an eye on the alien light and take advantage of power-ups when you can get them to keep your bovine charges safely on the ground.

AVAILABILITY

Automatically opens after completing both the graveyard for the first time, and "Area 151X."

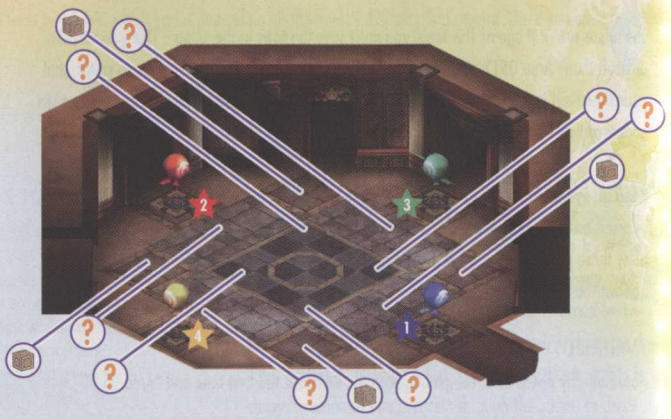
ICON	DESCRIPTION
?	Possible Power Up

BALLOON BOPPERS 1

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	30	2-4	VS	Silk
Hard	75	2-4	VS	Platinum

Each player is given a balloon to protect and the object of the game is to pop your opponent's balloon using the multicolored ball that appears in the center. Each time you pop someone else's balloon, that player gains a point. It isn't as easy as it sounds, though! You can't pick the ball up, but instead must move it around the board by attacking it. Drive it towards the other balloons while trying to keep it away from your own.

Pick up and move the boxes in the room to set up a defense around your own balloon, making it more difficult for your opponents to score. Grab the power-up boxes when you see them to gain an advantage like Stealth, Blind, or Slow. After three minutes the scores are tallied, and whoever has the least points wins!



AVAILABILITY

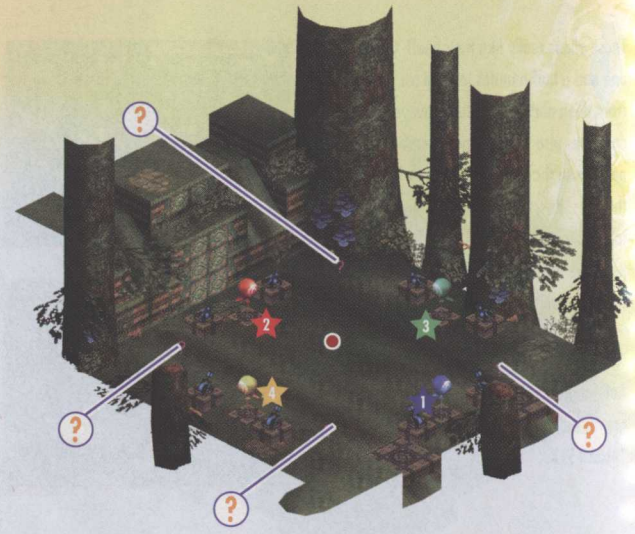
Automatically opens after confronting Larkeicus for the first time.

ICON	DESCRIPTION
	Box
	Player 1
	Player 2
	Player 3
	Player 4
	Possible Power Up

BALLOON BOPPERS 2

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	40	2-4	VS	Black Silver
Hard	100	2-4	VS	Mythril

Similar to "Balloon Boppers 1," in this quest you have three minutes to score as many points against your opponent as you can. When you reach the time limit, the player with the most points loses. Make the environment work for you. Each balloon is flanked by two switches. When activated, they slide in front of the balloon, protecting it from frontal attacks. Use the bombs and power-ups to give yourself an offensive advantage. The ball is extra-bouncy, so directing it properly takes some practice. Use your attacks and even your own body to keep it headed towards your opponent's balloon.



AVAILABILITY

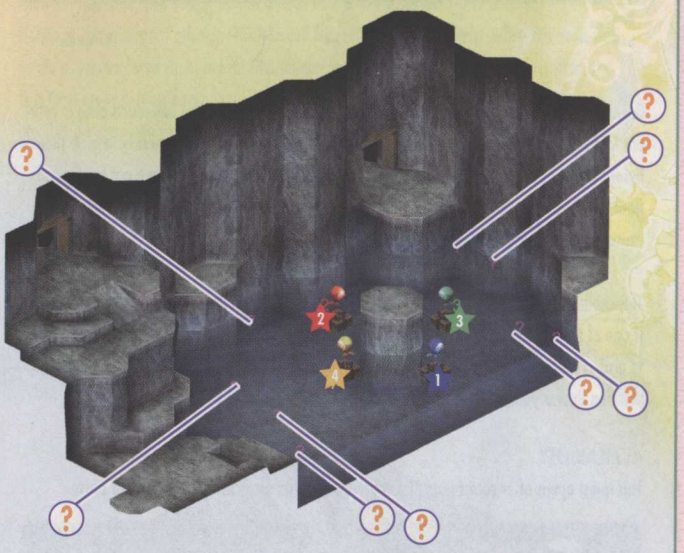
This quest opens after completing "Balloon Boppers 1," and after Sherlotta joins your party.

ICON	DESCRIPTION
	Player 1
	Player 2
	Player 3
	Player 4
	Possible Power Up

BALLOON BOPPERS 3

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	60	2-4	VS	Sulfur Dust
Hard	150	2-4	VS	Holy Orb

This is the most challenging "Balloon Bopper" yet! This quest takes place in the water. Players' balloons are arranged around a large central pillar where the ball appears. Because you are swimming, you can't move as quickly as you did in the previous battles. This makes it occasionally difficult to control the ball's bounce, as well as to quickly get back to your balloon for defense. Keep an eye on the ball at all times. Remember to use your map to assist you with this. Use the power-ups, like Stealth and Blind, to give you every possible advantage over your opponents. As with the other "Balloon Boppers" quests, the player with the least points wins!



ICON	DESCRIPTION
	Player 1
	Player 2
	Player 3
	Player 4
?	Possible Power Up

AVAILABILITY

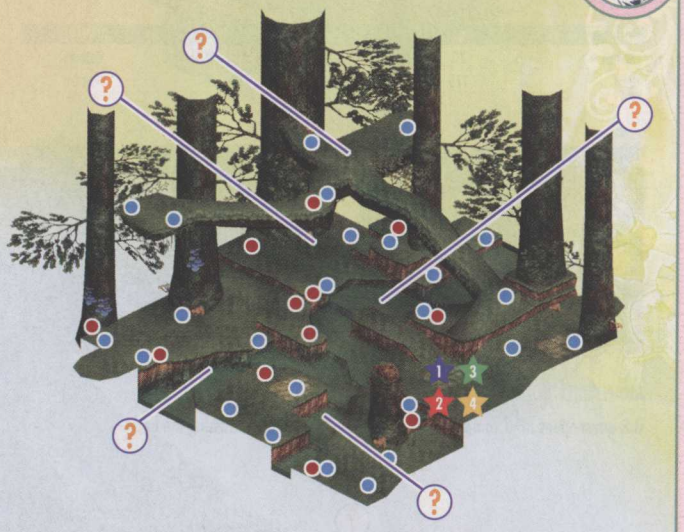
This quest opens after completing "Balloon Boppers 2," and after activating the bridge.

BARREL BATTLE 1

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	20	2-4	VS	Iron
Hard	50	2-4	VS	Black Gold

The object of this quest is to collect the most bags within the three-minute time limit. These bags are hidden throughout the forest in White Barrels. Break each barrel you see and pick up the bag to score a point. Large barrels contain more bags! Look all over the forest (even up the ramp) to find them all. At the end of three minutes, the player with the most points wins!

This quest sounds simple enough, but the challenge lies in keeping other players from collecting more than you. Use Blizzard to slow them down, and grab any power-ups to give you an advantage. Locate the few bombs scattered around the board and use them on your opponents to make them drop all the bags they've collected! Quickly swoop in and pick them up to score some easy points while simultaneously depriving your opponent of them.



ICON	DESCRIPTION
	Barrel
	Bomb
	Player 1
	Player 2
	Player 3
	Player 4
?	Possible Power Up

AVAILABILITY

Automatically opens after completing Ice Mountain for the first time.

BARREL BATTLE 2

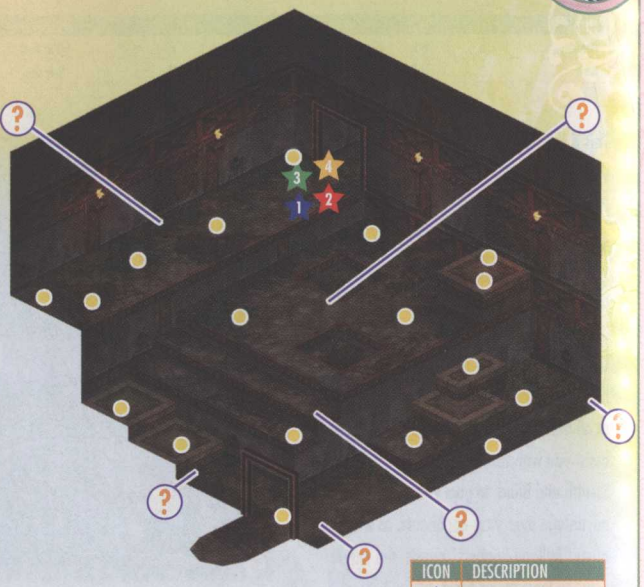
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	40	2-4	VS	Silver
Hard	100	2-4	VS	Seraph Dust

Once again, you've got three minutes to grab all the bags you can! The aqueducts area is your battleground this time. There are plenty of White Barrels here, but move quickly to grab them before your opponents do. This "Barrel Battle" adds a few twists. Keep an eye out for the red floor switches when they appear. All players must step on one to activate it. The switch can cause either a large barrel or a group of Oil Barrels to appear!

This challenge sports several Oil Barrels around the area. These are self-igniting, so steer clear. If one of them catches you in its blast, your bags pop out and are fair game for any opponent to grab. Pick up these barrels and throw them at your foes to clean up their loot, but be careful you don't catch yourself in the blast.

AVAILABILITY

This quest opens after completing "Barrel Battle 1," and after Sherlotta joins your party.



ICON	DESCRIPTION
	Player 1
	Player 2
	Player 3
	Player 4
	Possible Barrel Location
?	Possible Power Up

BARREL BATTLE 3

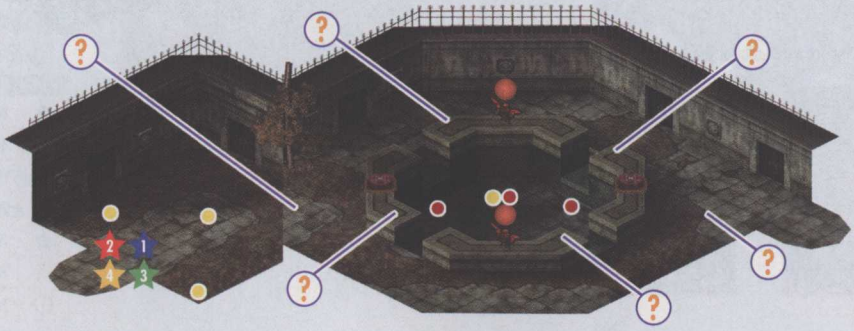
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	70	2-4	VS	Platinum
Hard	175	2-4	VS	Dark Orb

In "Barrel Battle 3," you've once again got three minutes to find as many bags as you can, this time in the graveyard. After the first few at the beginning, the majority of barrels on this board appear in the sunken area in the center of the room. Going down there gets you bags, but also makes you vulnerable. Use the red floor switches in the center to catch your opponents in the flames when they enter or exit the circle. Quickly scoop up all their bags when they are stunned.

The bombs sitting in the center are inert until you pick them up and throw them. However, activating the Red Orbs drops a bomb that is already charged up and ready to explode, great for taking down an opponent. The most important thing to remember during this quest is to keep an eye on your opponents. Collecting bags is great, but you can often get more points by stealing from your fellow players.

AVAILABILITY

This quest opens after completing "Barrel Battle 2," and after crossing the bridge.



ICON	DESCRIPTION
	Bomb
	Player 1
	Player 2
	Player 3
	Player 4
	Possible Barrel Location
?	Possible Power Up

BIGGEST BADDEST BOSSES

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	450	1-4	CO-OP	Scroll-Mage Mail
Hard	1125	1-4	CO-OP	Ultima Silk

This quest becomes available at the Quest Shoppe after completing "Even More Bosses." This time, you've got 30 minutes to vanquish 13 bosses! That's a lot of fighting! This is a great quest in which to call for some multiplayer help. While the bosses are random, you've faced them before. Remember the techniques you used to defeat them the first time around; they'll serve you well here. Make sure you are taking them out as swiftly as possible, because the clock is always ticking!

AVAILABILITY

Automatically opens after completing the story and viewing the credits, and finishing "Even More Bosses."

BRING THE COWS HOME 1

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	90	1-4	CO-OP	Scroll-Hero Mask
Hard	225	1-4	CO-OP	Scroll-Beast Sallet

A wayward bovine has gotten herself stuck on Fire Mountain! You must use the red flag to guide her home. Your cow starts with 10 HP. Monster attacks hurt her, so you must intercept them and minimize the damage to your charge as much as possible.

Pick up the flag, making the cow follow you. She doesn't move quickly, so don't just take it and move to the exit as quickly as you can. The cow won't follow, and it just costs you time. Use Blizzard magic to stop incoming monsters in their tracks and get to them before they get to your cow.

You've got seven minutes to make it all the way down Fire Mountain, so be quick. If you drop the flag in the lava, you must retrieve it from the start of the area you are in. The cow gladly stays by the flag, so you can leave her there while you jump onto ledges to grab barrels or activate switches. Once you've led her down the mountain safely, jump into the portal to complete the quest.

AVAILABILITY

This quest becomes available once you read the sign near the entrance in Fire Mountain.

ICON	DESCRIPTION
	Chest
	Fire
	Switch Red
	Water Jar

BRING THE COWS HOME 2

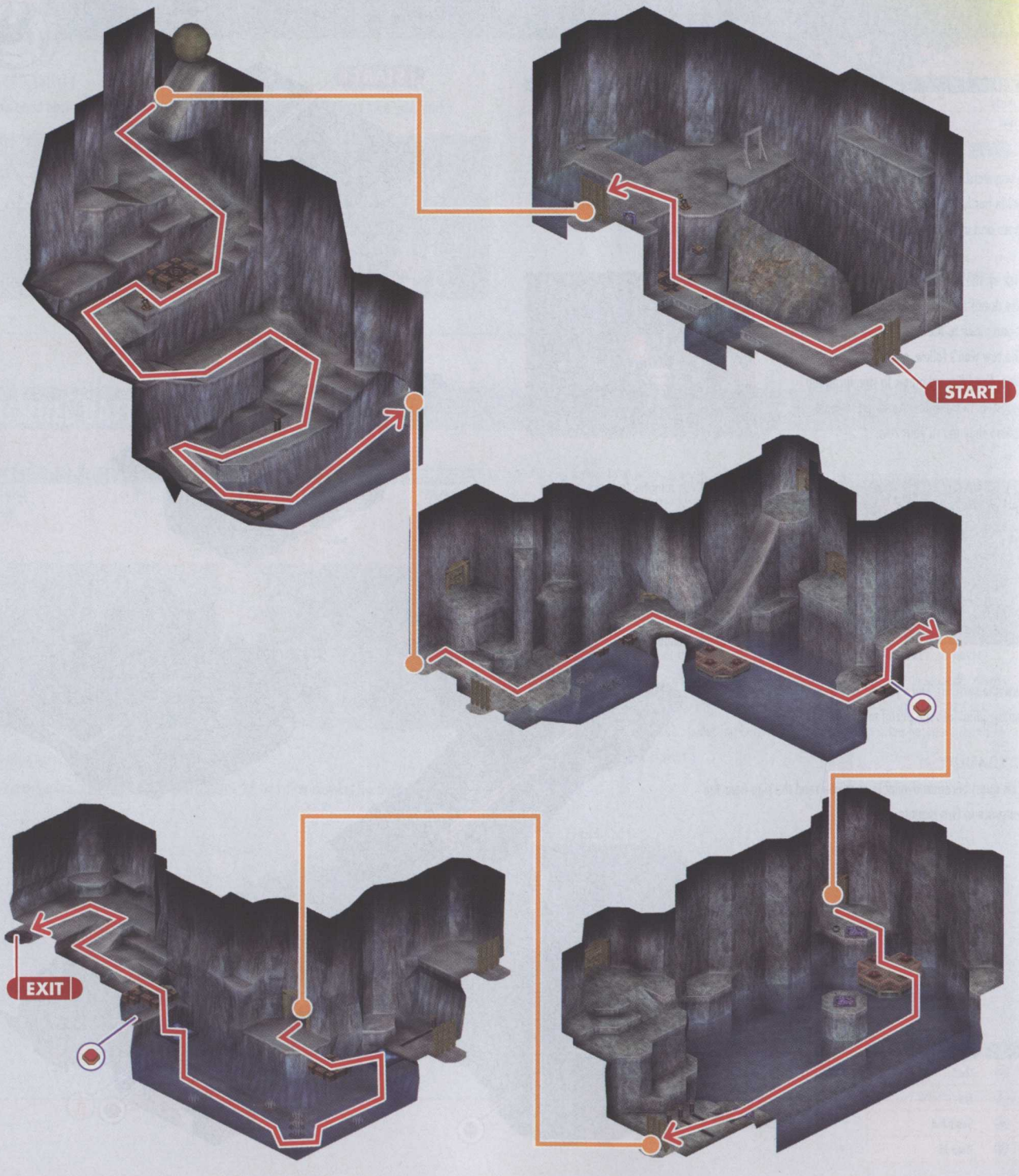
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	330	1-4	CO-OP	Seraph Dust
Hard	825	1-4	CO-OP	Scroll-Sunglasses

This time, the heifer is lost in the mine! Use the red flag to lead her to safety. You've got 15 minutes to get her past all the monsters and puzzles. This cow is a bit hardier than the last one and has 20 HP, but you may need every one. Besides the usual trials you face, some of the areas you must move through are poisonous, which tends to eat up some of the cow's HP no matter how quickly you move. Place the Urns on the Purple Plates to provide some protection from this danger when able.

AVAILABILITY

This quest becomes available after you have read the sign in the mine.

ICON	DESCRIPTION
	Switch Red



BRING THE COWS HOME 3

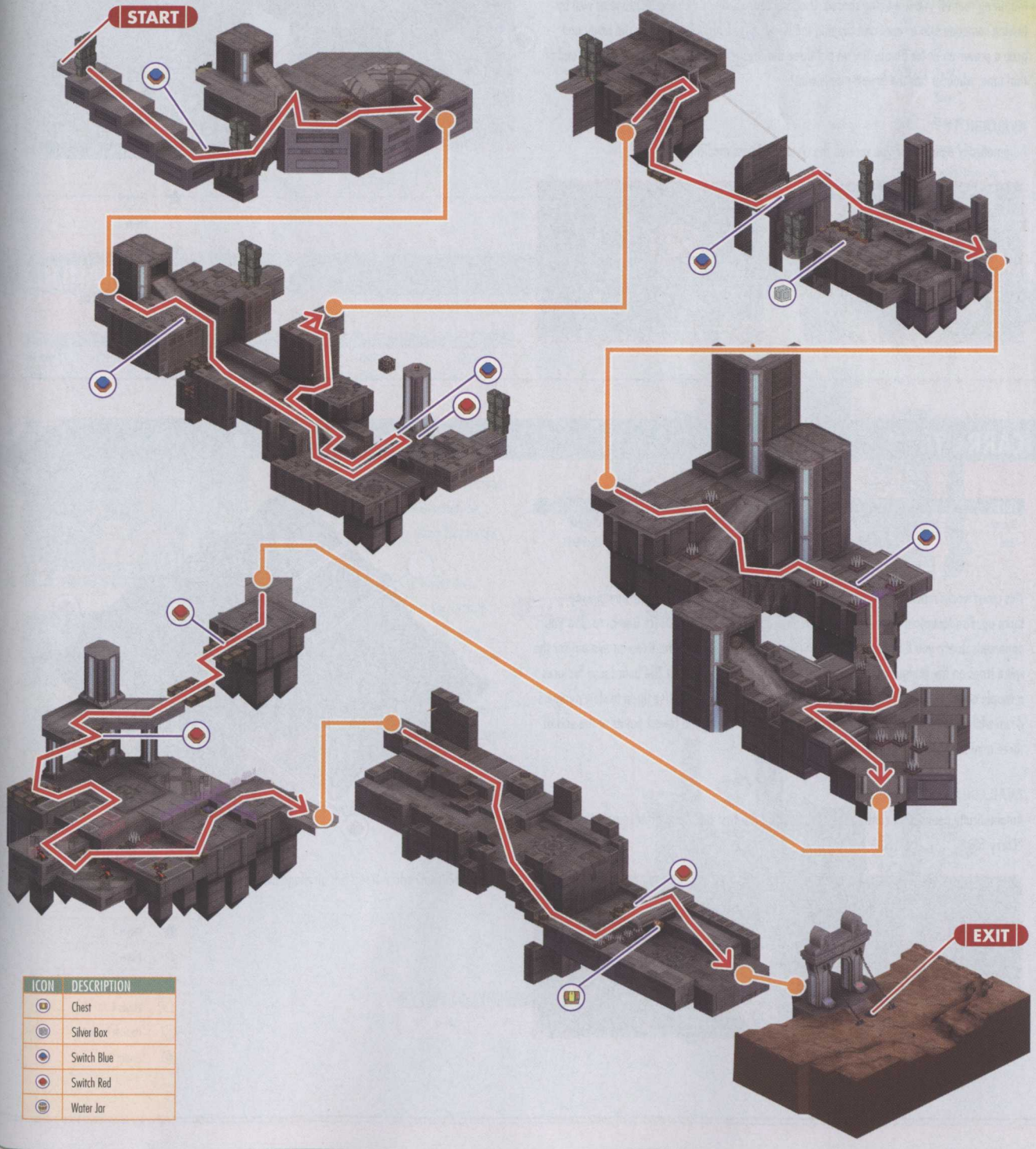
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	390	1-4	CO-OP	Scroll-Sniper's Eye
Hard	975	1-4	CO-OP	Scroll-Monster Mask

There's no telling what the cow is doing on the bridge in the first place, but getting her home again is much more challenging than rescuing the other two cows. The same basic principles apply: get the cow to follow you by using the red flag. She's got 30 HP, and you have 20 minutes to bring her safely out.

The bridge contains many dangers, including dark foes, rolling rocks, and multiple different levels to navigate. When you come across a blue floor switch, your cow must activate it. Maneuver the red flag so that the bovine does her part to get back home.

AVAILABILITY

Make your way through story mode the first time, revisit the bridge, and then read the sign near the entrance that tells of this quest.



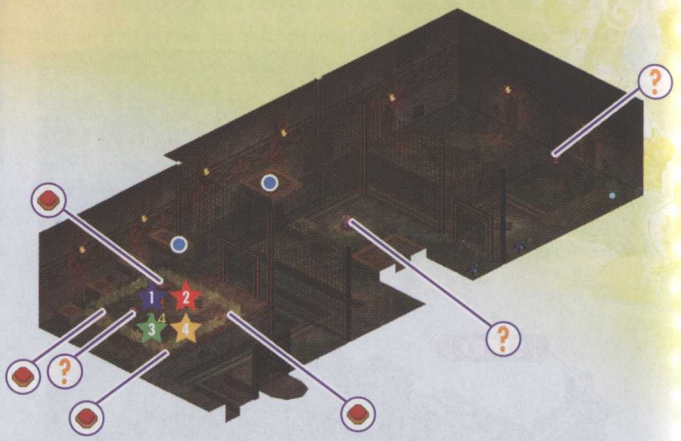
ICON	DESCRIPTION
	Chest
	Silver Box
	Switch Blue
	Switch Red
	Water Jar

CARRY TAG 1

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	10	2-4	VS	Copper
Hard	25	2-4	VS	Seraph Dust

Like the quest name says, this is a game of tag. When the quest starts, each player runs towards the red floor switch to see who is "it" first. Whoever is "it" quickly runs towards another player in an attempt to pick that person up. Once you have been picked up, you are "it" and must then pursue your opponents.

The "it" person constantly accumulates points. The player with the fewest points at the end of the session wins, so the object is to remain "it" for as short a time as possible. Use the power-ups like Slow and Blind to give yourself an advantage. Use the Ice Bombs scattered around to freeze opponents in place, allowing you to catch them if you are "it," or giving you some breathing room if you are being chased. Use the door switches to your advantage as well by tossing someone into a room and flipping the switch, providing extra time to run away and grab a power-up or Ice Bomb. You've got three minutes to play in the aqueducts. At the end of that time, whoever has the fewest points wins!



AVAILABILITY

Automatically opens after you receive the crystal sickness medicine.

ICON	DESCRIPTION
●	??
★1	Player 1
★2	Player 2
★3	Player 3
★4	Player 4
?	Possible Power Up
◉	Switch Red

CARRY TAG 2

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	30	2-4	VS	Leather
Hard	75	2-4	VS	Black Gold

This quest works much like "Carry Tag 1." The "it" person must tag opponents by picking them up. Fire Mountain's the location this time around. Use the various Ice Bombs to slow your opponents down; you'll find a large stash in the cave at the lower right. Keep an eye out for the spike traps on the bridge, which can knock you right off into the lava! The board also features a couple of switches that drop unsuspecting opponents into the lava. Use these to slow pursuers down while you collect power-ups as they appear. Whoever has the fewest points at the end of three minutes wins!

AVAILABILITY

Automatically opens after confronting Larkeicus for the first time, and after completing "Carry Tag 1."

ICON	DESCRIPTION
●	??
★1	Player 1
★2	Player 2
★3	Player 3
★4	Player 4
?	Possible Power Up
◉	Switch Red

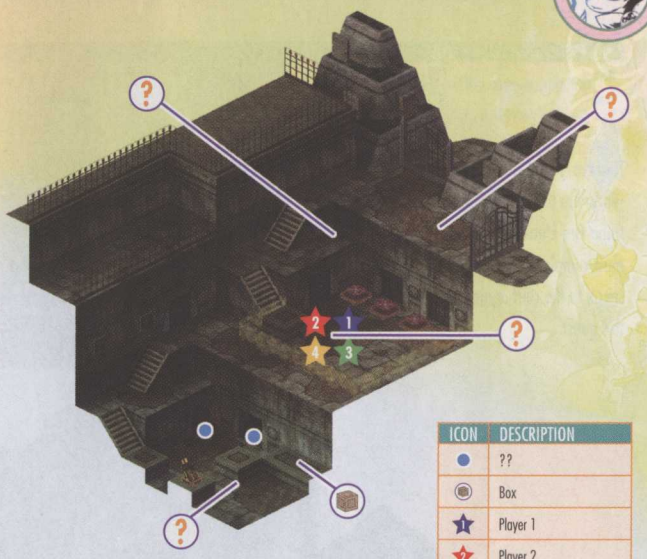
CARRY TAG 3

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	50	2-4	VS	Black Gold
Hard	125	2-4	VS	Dark Orb

This time, you are playing tag in the graveyard! The last player to step on the switch is "it." The game works the same as before. Use the Ice Bombs to slow your opponents down whether you are doing the running or the chasing. If you are "it," tag an opponent as quickly as possible since you can rack up points fairly quickly.

AVAILABILITY

Automatically opens after completing the graveyard for the first time, and after finishing "Carry Tag 2."



ICON	DESCRIPTION
	??
	Box
	Player 1
	Player 2
	Player 3
	Player 4
	Possible Power Up

CULINARY CAPERS 1

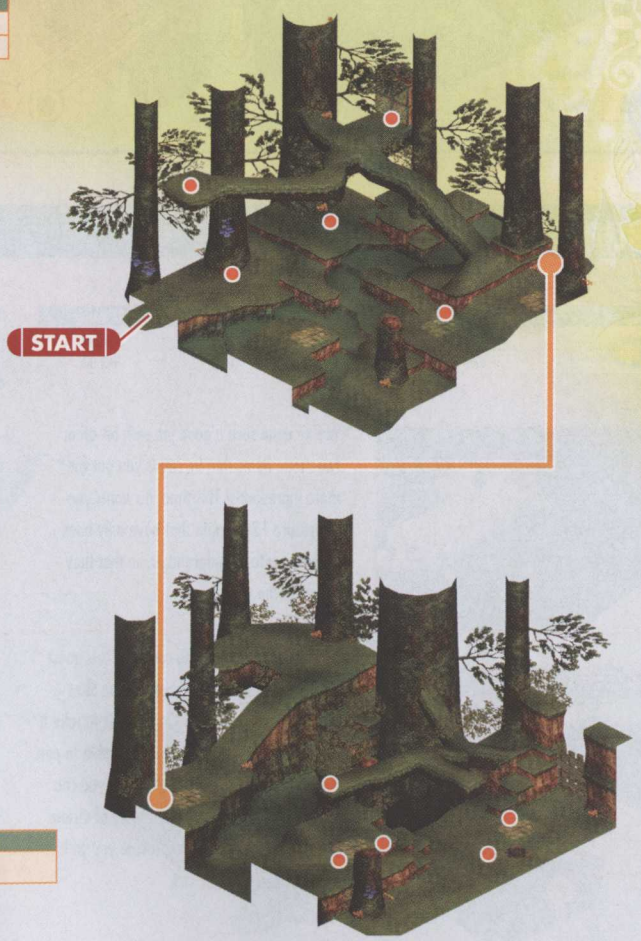
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	30	1-4	CO-OP	Silk
Hard	75	1-4	CO-OP	Fine Leather

Accepting the quest takes you to the forest, where you'll find plenty of the mischievous Mus for the chef's recipe. Per his instructions, roast these little critters to perfection by defeating them all by only using Fire magic.

You need to roast 10 Mus in under five minutes to complete the quest successfully. Only the Mus slain with Fire magic count towards your total, so be careful. The forest has plenty of Mus, but remember to check everywhere, including up the ramp, to get each and every one. Using all that Fire magic can drain your MP fairly quickly, so also defeat the Bats and Goblins in the forest to replenish your MP with the fruit they drop.

AVAILABILITY

Speaking to the chef near the library steps in town opens up this quest at the Quest Shoppe.



ICON	DESCRIPTION
	Mus

CULINARY CAPERS 2

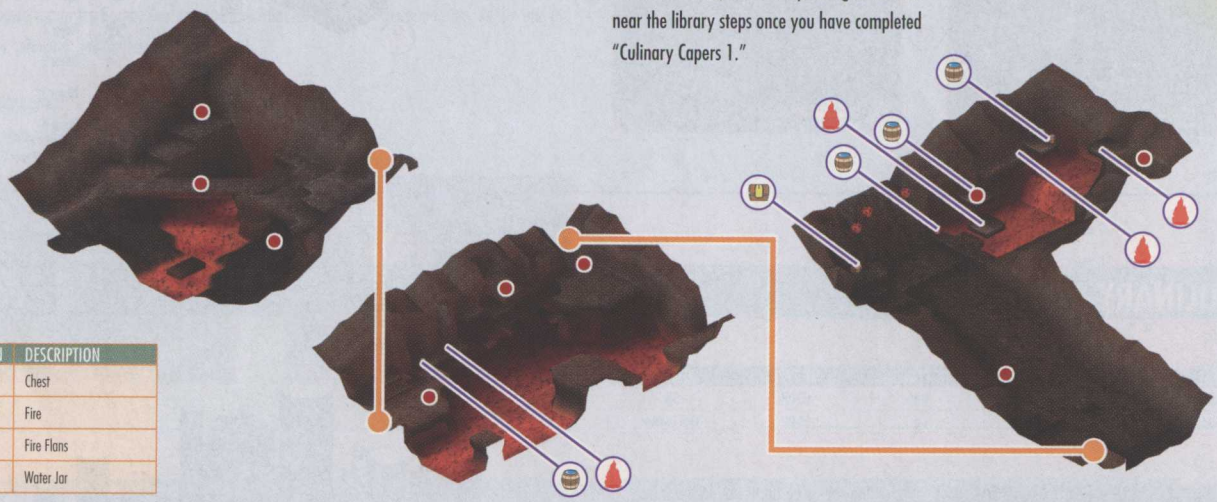
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	120	1-4	CO-OP	Jewel-Fruity Nugget
Hard	300	1-4	CO-OP	Jewel-Gil Mania

That crazy chef is at it again! This time, he sends you to Fire Mountain to quick-freeze some Fire Flans for his dessert menu! You must complete "Culinary Capers 1" and then speak to the chef again in order to unlock this quest.

You must use Blizzard magic to freeze 10 Fire Flans in under five minutes to complete this quest. Don't touch them with any other kind of magic or weapon, or they are ruined and won't count toward completing the quest. Defeat the other creatures you encounter to gain fruit to replenish your MP.

AVAILABILITY

This quest opens after completing Fire Mountain for the first time, and then speaking to the chef near the library steps once you have completed "Culinary Capers 1."



ICON	DESCRIPTION
	Chest
	Fire
	Fire Flans
	Water Jar

CULINARY CAPERS 3

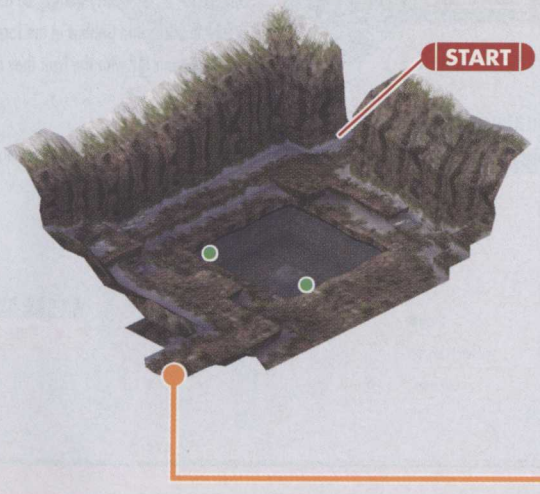
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	270	1-4	CO-OP	Fine Silk
Hard	675	1-4	CO-OP	Holy Orb

AVAILABILITY

This quest opens after acquiring two (sometimes three) of the crystal fragments, and then speaking to the chef near the library steps once you have completed "Culinary Capers 2."

You've done such a good job with his other two menu items that he sends you out for more ingredients! This time, he wants you to procure 12 Sahagin that have only been defeated with Thunder magic, so that they tingle on the tongue.

You've got 10 minutes to complete this quest on Ice Mountain. The Sahagin like to Slow you; be ready with your Clear magic to take it off quickly. Use Ice Pots when available to pop the Sahagin out of the water where you can better fight them. There are plenty of vicious little Snow Mus around to provide you with fruit to keep your MP full.



CULINARY CAPERS 4

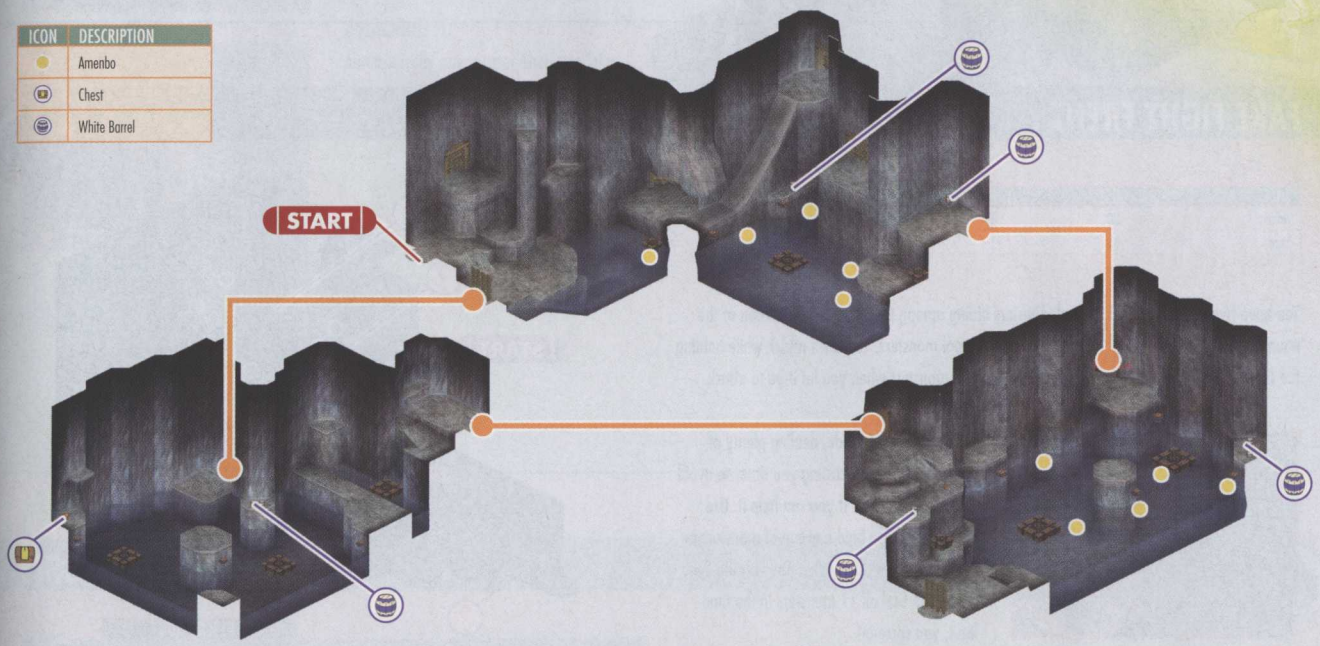
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	390	1-4	CO-OP	Jewel-Ki Gem
Hard	975	1-4	CO-OP	Scroll-Sportswear

AVAILABILITY

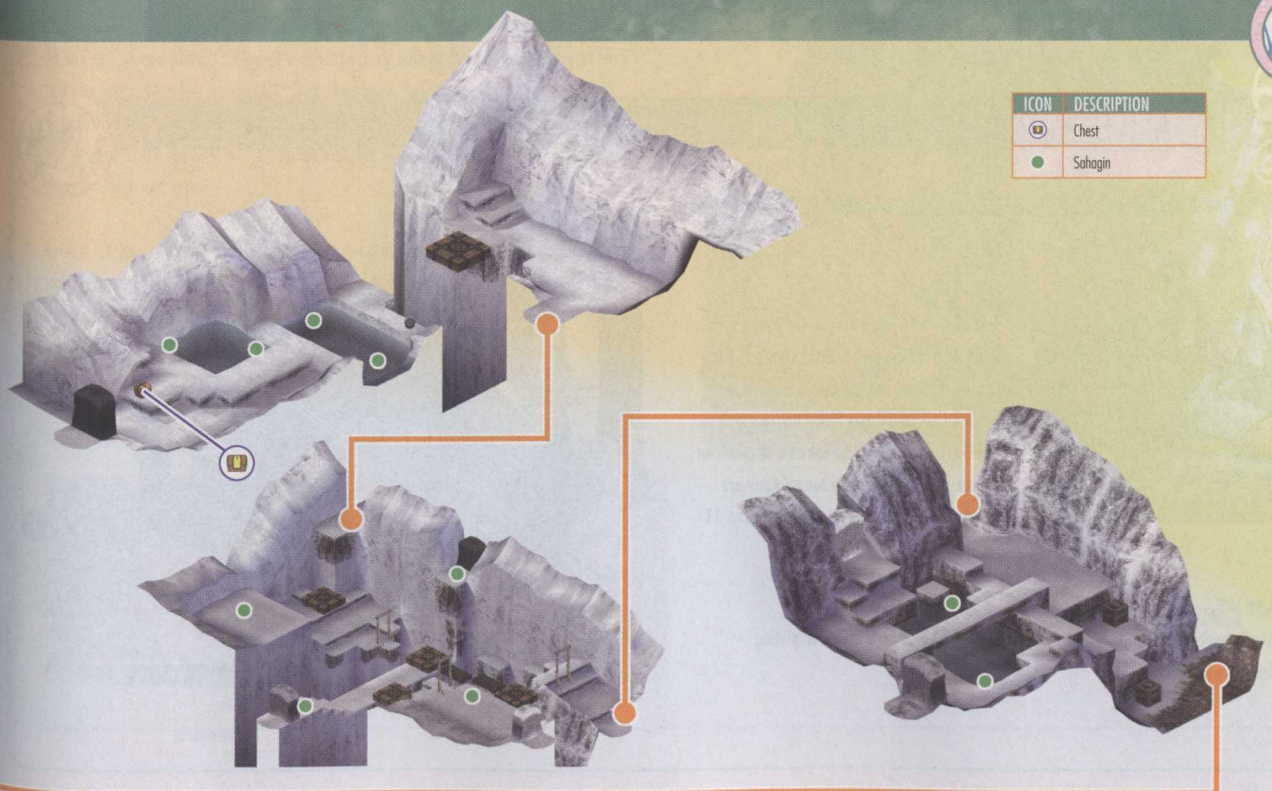
After viewing the credits, and completing "Culinary Capers 3," revisit the chef near the library steps to activate this quest.

Once you complete "Culinary Capers 3," the chef has one more ingredient he wishes you get—Amenbos! He can't have their flesh all bruised and battered, so you must use only your magic to defeat them! Use the various ledges and tiles to get close enough to these water-dwelling creatures to blast them with magic. You've got 15 minutes to take out 15 of them for the chef. Watch out for their Zap ability, and use the Snow Mus in the area to replenish your MP when you run low.

ICON	DESCRIPTION
	Amenbo
	Chest
	White Barrel



ICON	DESCRIPTION
	Chest
	Sahagin



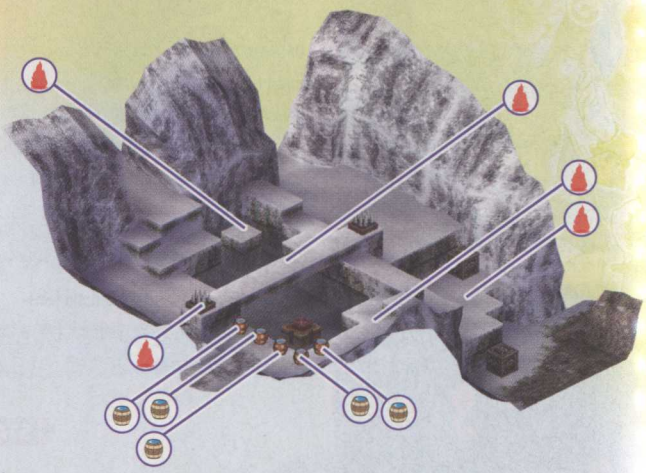
FIRE FIGHTERS 2

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	120	1-4	CO-OP	Jewel-Fruity Nugget
Hard	300	1-4	CO-OP	Jewel-Gil Mania

During this quest, you have three minutes to douse five flames on Ice Mountain. Make your way past the starting point to find the Water Jars to the far left. They keep reappearing in this spot, so stack them on top of each other and carry them to the flames to save time. Once you douse the first two, three more appear. You'll have to be expeditious! Douse all the flames to collect your reward!

AVAILABILITY

Automatically opens when the crystal shatters, and when you have completed "Fire Fighters 1."



ICON	DESCRIPTION
	Fire
	Water Jar

FIRE FIGHTERS 3

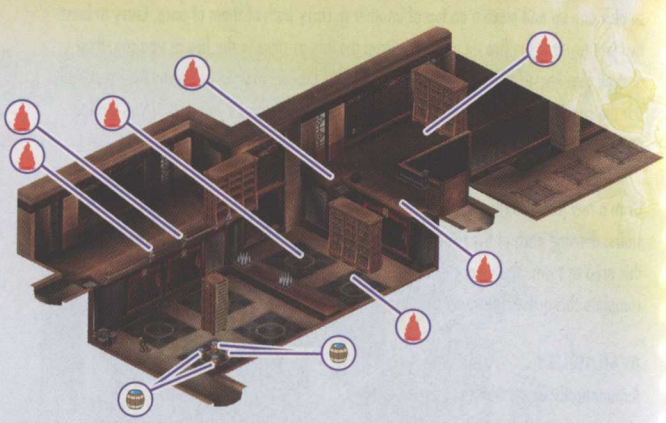
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	180	1-4	CO-OP	Gold
Hard	450	1-4	CO-OP	Red Orb

This time, you've got six minutes to put out seven blazing fires in the library! Start by walking straight past the two fires and using the empty bookshelf to get across to the other ledge. Activate the post switch there, which makes the Water Jars appear on the lower level. You're good to go!

Stack all four jars on top of each other and use the elevating tile in the corner to get them to the fires. Just flip the switch to raise them while you push the ladder over to reach. Your jars always appear in the same place, so keep dousing those flames until all seven are gone!

AVAILABILITY

Automatically opens when you retrieve the crystal fragment from the Library, and when you have completed "Fire Fighters 2."



ICON	DESCRIPTION
	Fire
	Water Jar

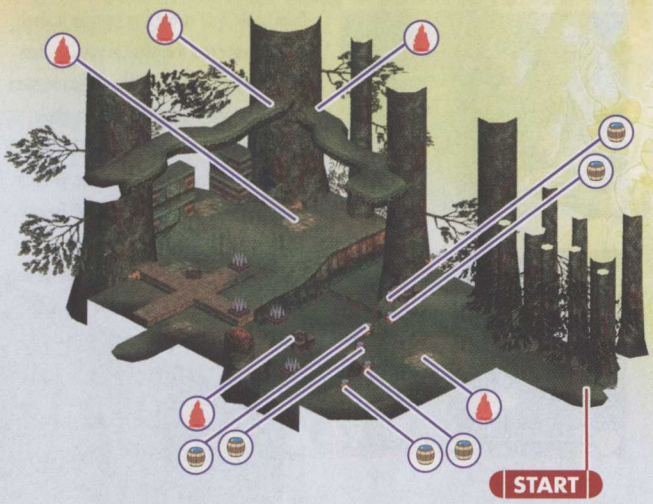
FIRE FIGHTERS 4

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	270	1-4	CO-OP	Black Silver
Hard	675	1-4	CO-OP	Orichalcum

In this last "Fire Fighter" quest, the forest is in flames! You've got four minutes to douse the five flames lighting up the forest. There are plenty of Water Jars near the stream. Remember to also check the upper branches for fires. Unlike previous fire quests, this time you must also contend with some of the monsters living here!

AVAILABILITY

Automatically opens after Sherlotta joins your party, and after completing "Fire Fighters 3."



ICON	DESCRIPTION
	Fire
	Water Jar

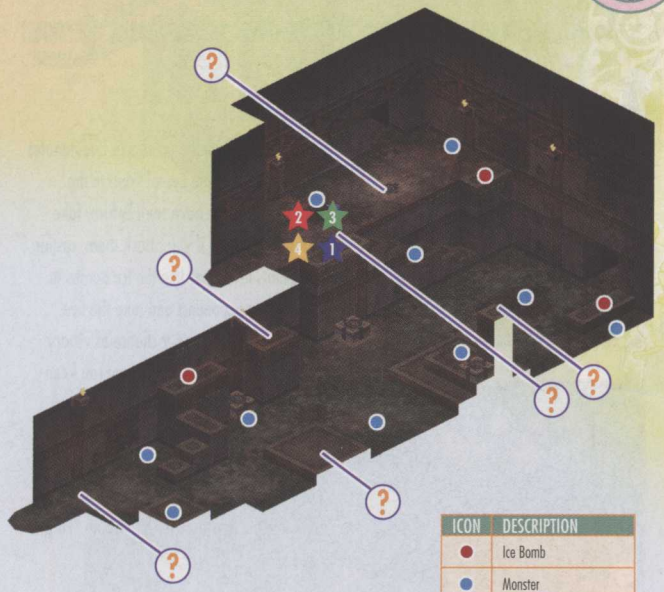
FORGET THE FAKES 1

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	20	2-4	VS	Iron
Hard	50	2-4	VS	Fine Silk

You have five minutes to find as many of the real monsters roaming the aqueducts as you can! Hold up the Eye of Truth to see only the real monsters. Stay away from the fakes, which explode if you attack them. You get a point for each real monster you destroy, and whoever has the most points at the end of the time limit wins! Use the Ice Bombs to stop your opponents dead in their tracks and take the Eye of Truth from them. Search for power-ups like Double Points and Stealth to give yourself the advantage.

AVAILABILITY

Automatically opens after completing Fire Mountain for the first time.



ICON	DESCRIPTION
	Ice Bomb
	Monster
	Player 1
	Player 2
	Player 3
	Player 4
	Possible Power Up

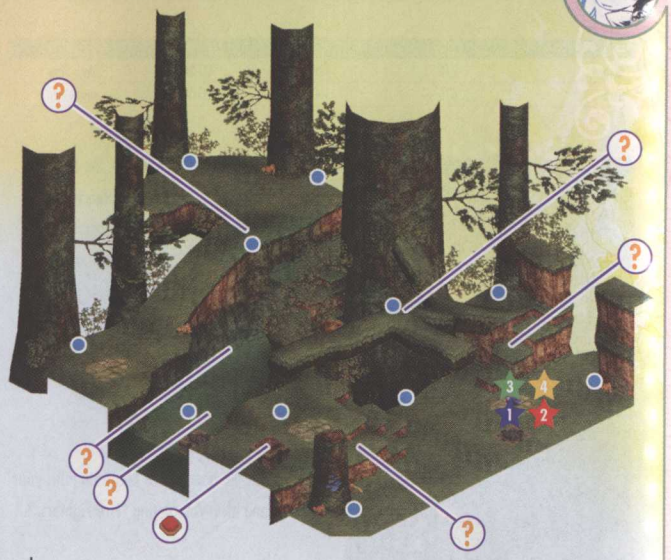
FORGET THE FAKES 2

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	40	2-4	VS	Gold
Hard	100	2-4	VS	Mythril Silk

Once again, you've got five minutes to deal with as many real monsters as you can. Just as in "Forget the Fakes 1," the false monsters explode, so steer clear. Check every nook and cranny of the forest, including up the ramps, to find as many monsters as you can. Control the Eye as much as possible. Freeze your opponents in place to give yourself a few seconds to finish off a monster, while also making them unable to steal the Eye when you set it down to fight.

AVAILABILITY

Automatically opens after Sherlotta joins the party, and having "Forget the Fakes 1" complete.



ICON	DESCRIPTION
	Monster
	Player 1
	Player 2
	Player 3
	Player 4
	Possible Power Up
	Switch Red

FORGET THE FAKES 3

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	60	2-4	VS	Seraph Dust
Hard	150	2-4	VS	Holy Orb

Defeat as many real monsters in five minutes as you can using the Eye of Truth in the aqueducts. As you have seen before, fake monsters explode if you attack them, costing you points and time! Use the Ice Bombs to freeze your opponents and take the Eye of Truth from them. Your chance of victory improves with the more time you can keep the Eye.

AVAILABILITY

Automatically opens after completing the mine for the first time, and finishing "Forget the Fakes 2."

ICON	DESCRIPTION
	Ice Bomb
	Monster
	Player 1
	Player 2
	Player 3
	Player 4
	Possible Power Up

FRAGILE! 1

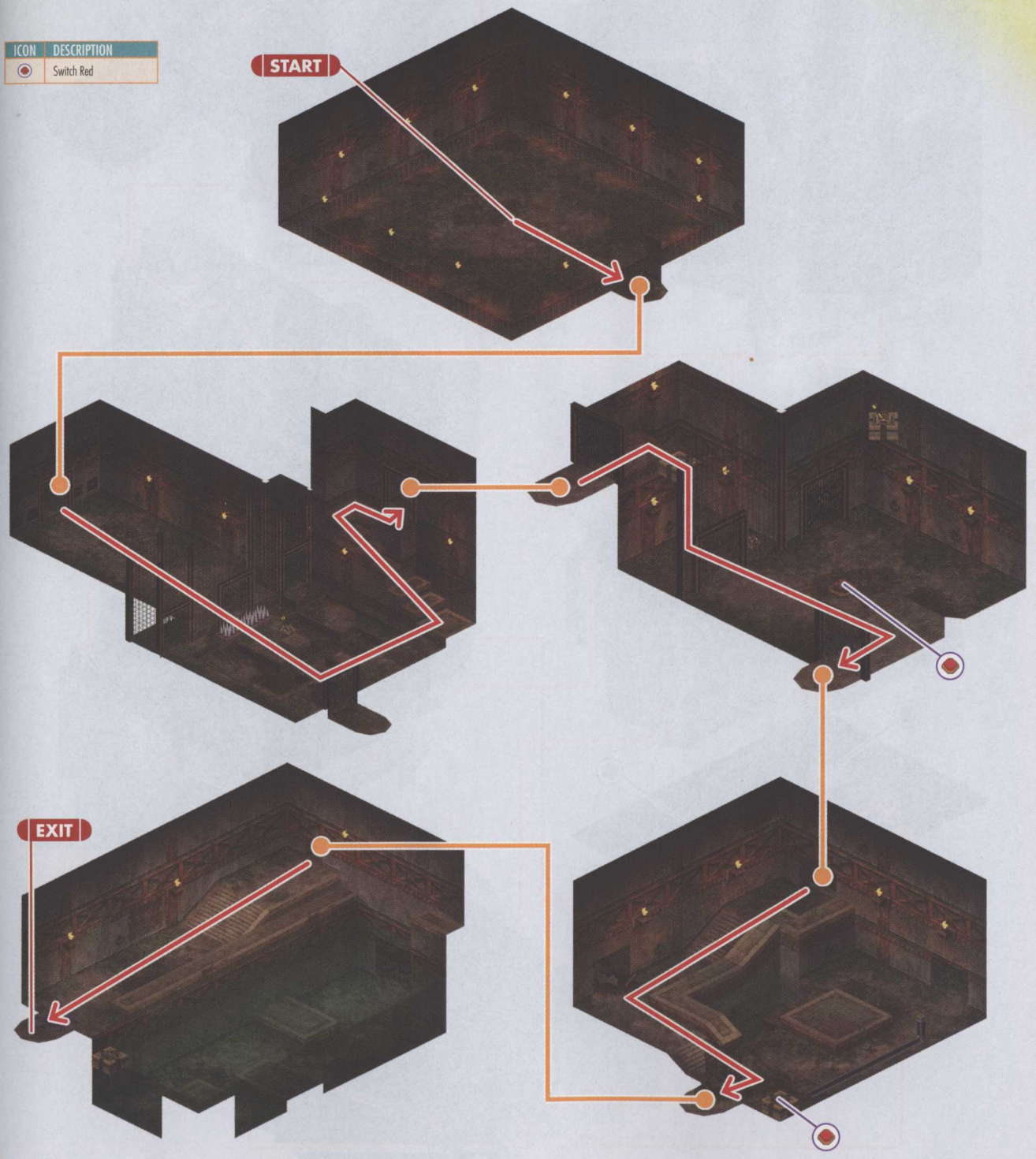
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	60	1-4	CO-OP	Scroll-Bamboo Sword
Hard	150	1-4	CO-OP	Iron Silk

You've got five minutes to bring the delicate vase safely out of the aqueducts. The vase is extremely fragile and only has 5 HP, so you must protect it from the monsters! The monsters home in on the vase, not on you, so you must be quick and creative to protect your charge. Use your magic to freeze and Zap incoming monsters so that they can't hurt the artifact while you finish them off.

AVAILABILITY

This quest becomes available at the Quest Shoppe after reading the sign in the aqueducts the first time you visit.

ICON	DESCRIPTION
◉	Switch Red



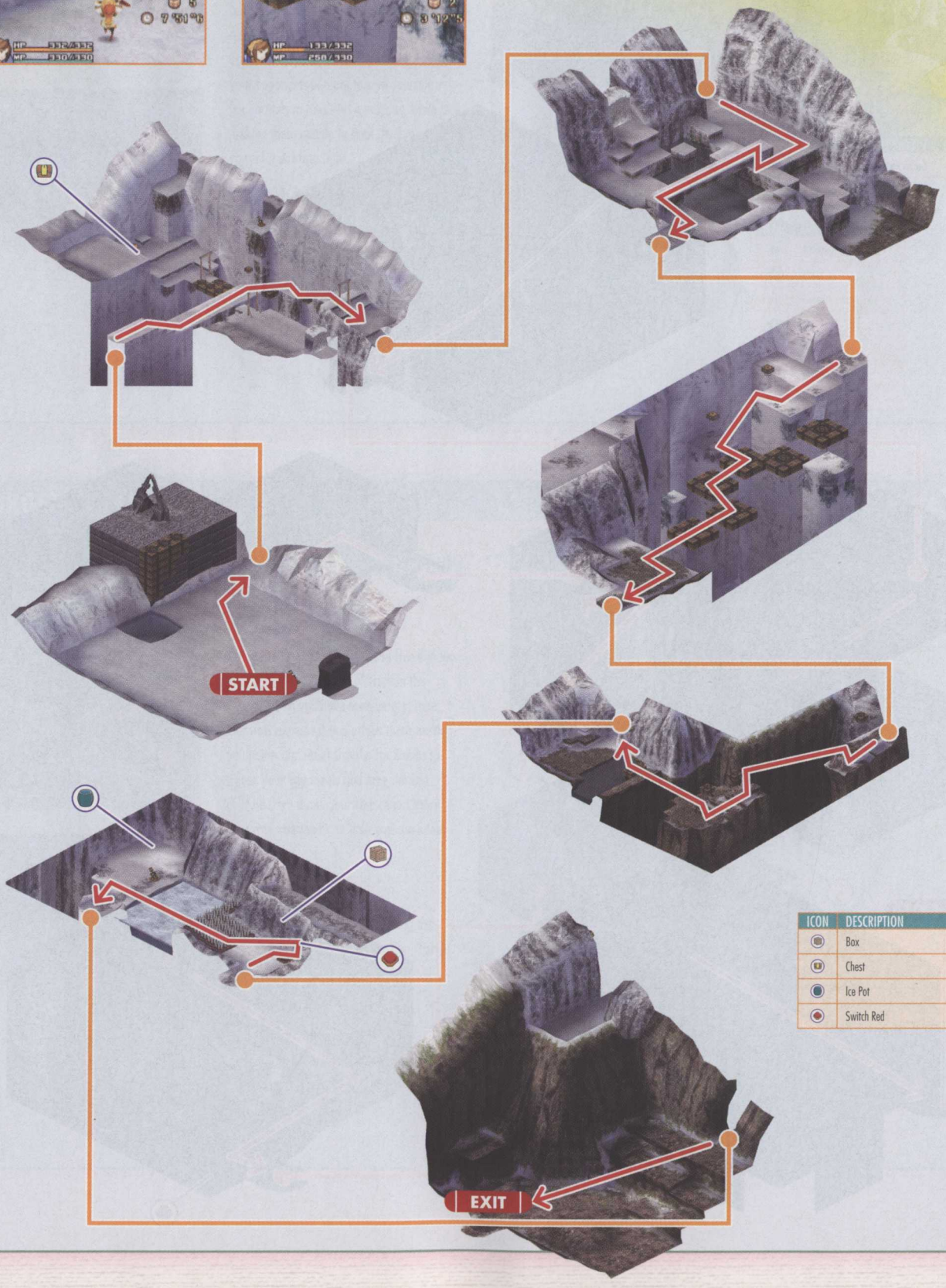
FRAGILE! 2

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	150	1-4	CO-OP	Jewel-Vegetarium
Hard	375	1-4	CO-OP	Scroll-Fairytale Hat

You have eight minutes to carry the vase safely down Ice Mountain. It only has 5 HP, so you must be extraordinarily careful with it! Monsters go straight for the vase, so use Blizzard to slow them down when you can and move to meet them, leaving the vase behind you whenever possible. Protect it well, and you can make it out with the vase intact!

AVAILABILITY

This quest becomes available once you read the sign on Ice Mountain.



ICON	DESCRIPTION
	Box
	Chest
	Ice Pot
	Switch Red

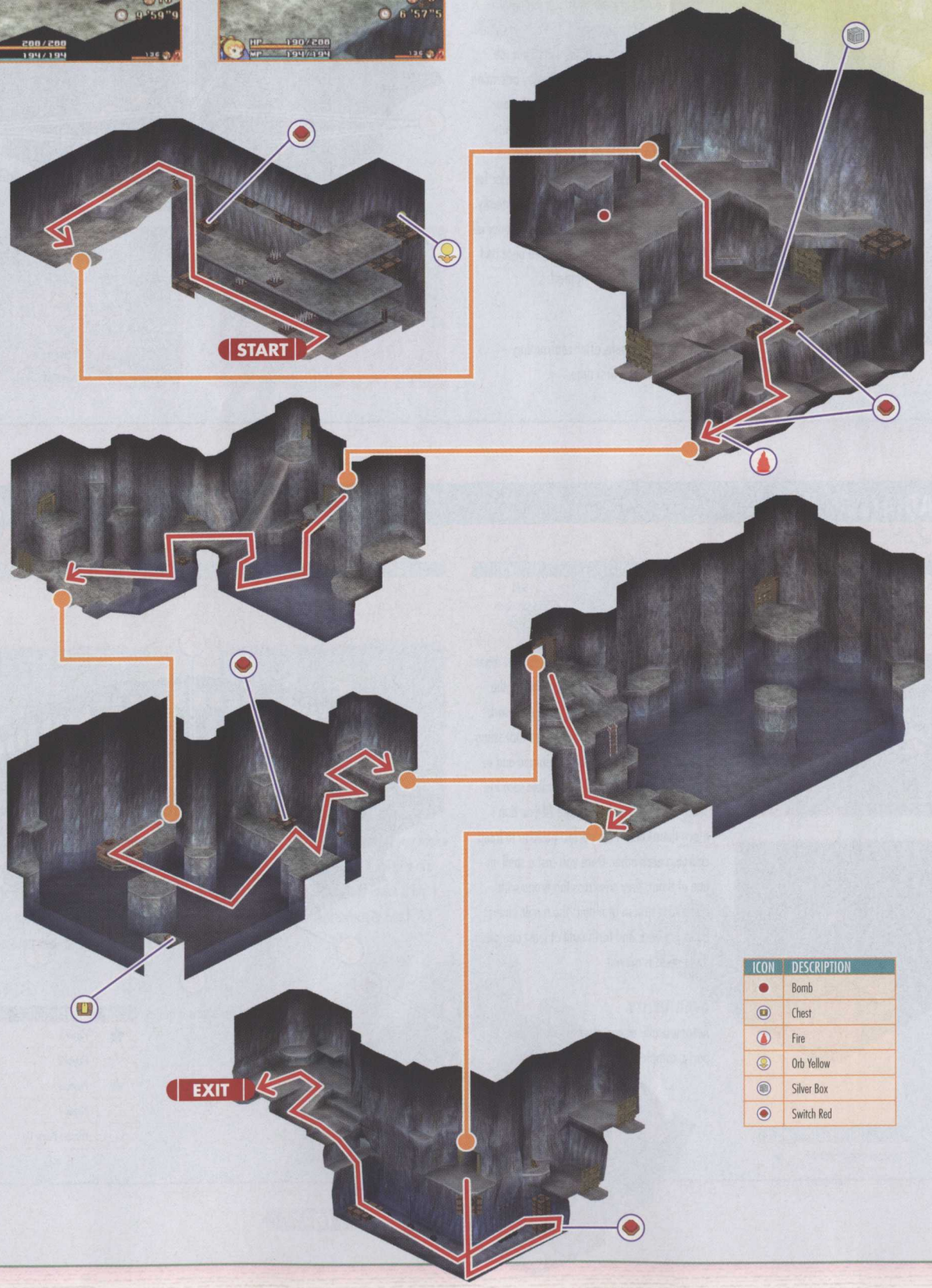
FRAGILE! 3

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	330	1-4	CO-OP	Sulfur Dust
Hard	825	1-4	CO-OP	Abyssian

The Archeology Team once again needs your help. This time, you've got 10 minutes to deliver a fragile vase with 10 HP out of the mine. You can't move as quickly as usual when carrying the vase, so be extra careful around the spike traps. Not only do they hurt you, but they can likewise harm the vase.

AVAILABILITY

This quest becomes available upon reading the sign in the mine.



ICON	DESCRIPTION
	Bomb
	Chest
	Fire
	Orb Yellow
	Silver Box
	Switch Red

GLADIATORS 1

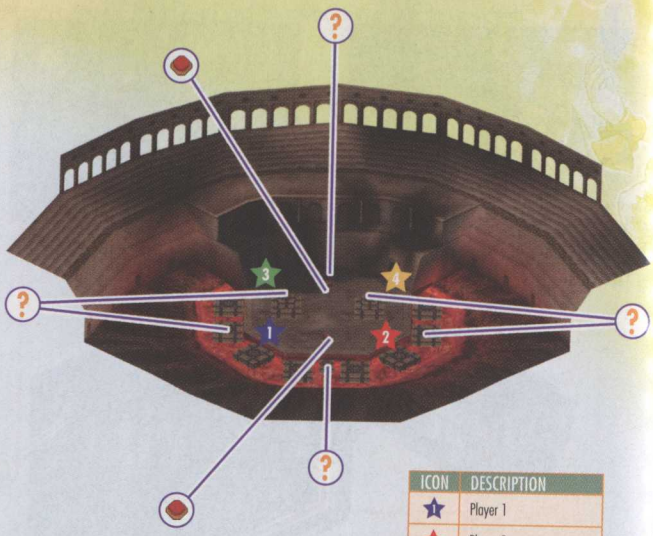
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	30	2-4	VS	Mu Parchment
Hard	75	2-4	VS	Seraph Dust

It's a fight to the finish! This quest lets you duke it out with your friends in an environment well-suited for a harsh battle. Use your magic, your physical attacks, and even the environment to win the day. Each time you KO someone, you get one point, and the first person to two points wins!

While something can be said for standing toe-to-toe with an opponent, there is no shame in using the environment to make your job easier. Lead your foes into danger by activating the spike traps. Use Blizzard to freeze your opponent, then pick up and toss the enemy into the lava to let it do your work for you. Keep your own health up to make it harder for others to score points off of you. Be constantly aware of your surroundings and give it your all to defeat your opponents and prove once and for all who is the better fighter!

AVAILABILITY

Automatically opens after confronting Larkeicus for the first time.



ICON	DESCRIPTION
	Player 1
	Player 2
	Player 3
	Player 4
?	Possible Power Up

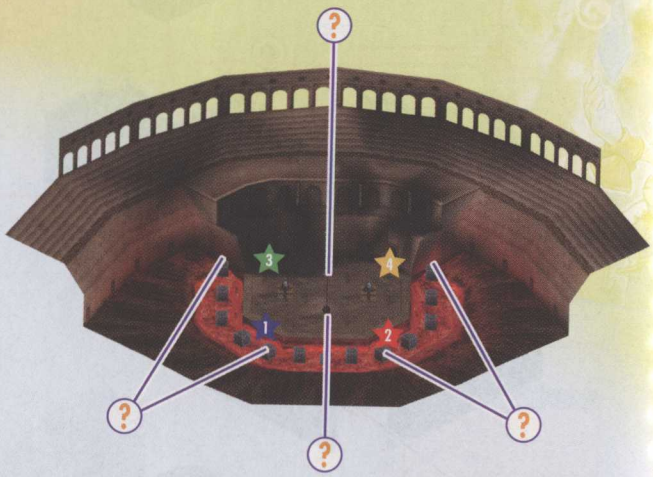
GLADIATORS 2

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	50	2-4	VS	Gold
Hard	125	2-4	VS	Phoenix Down

Once again, you go head-to-head against other players to see who is the best! This time, the arena has a couple of added features. Knock your foes into the spiked pendulums that swing across the field to cause extra damage and to knock them down for a few valuable seconds. There are also two devices that (if you don't move them) are in the perfect position to keep charging each other. Once you cast a spell on one of them, they crisscross the arena with a constant stream of magic; the magic keeps bouncing back and forth until at least one of the devices is moved.

AVAILABILITY

Automatically opens after Sherlotta joins the party, completing "Gladiators 1."



ICON	DESCRIPTION
	Player 1
	Player 2
	Player 3
	Player 4
?	Possible Power Up

GLADIATORS 3

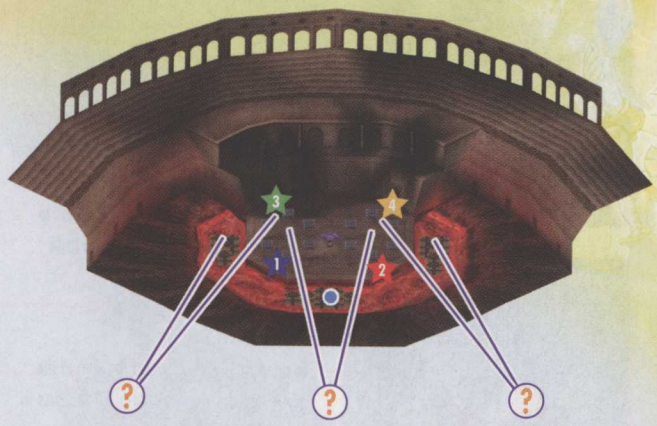
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	80	2-4	VS	Sulfur Dust
Hard	200	2-4	VS	Orichalcum

This arena is much more dangerous than those you have fought in before. The very air is poisonous! Make a run for the Urn as soon as the match starts and toss it on the Purple Plate. Whoever controls the Urn can most easily stay in its circle of protection.

The tiles here rise when stepped on. Use that to deny others protection when you have the Urn, or to give yourself a moment to get away from your opponents to heal up. If you are sure-footed, you can also make your way around the edge of the arena by walking on the sliding tiles. This is a great way to make your opponents come to you where their footing might not be so sure.

AVAILABILITY

Automatically opens after completing the story and viewing the credits, and finishing "Gladiators 2."



ICON	DESCRIPTION
	Player 1
	Player 2
	Player 3
	Player 4
?	Possible Power Up

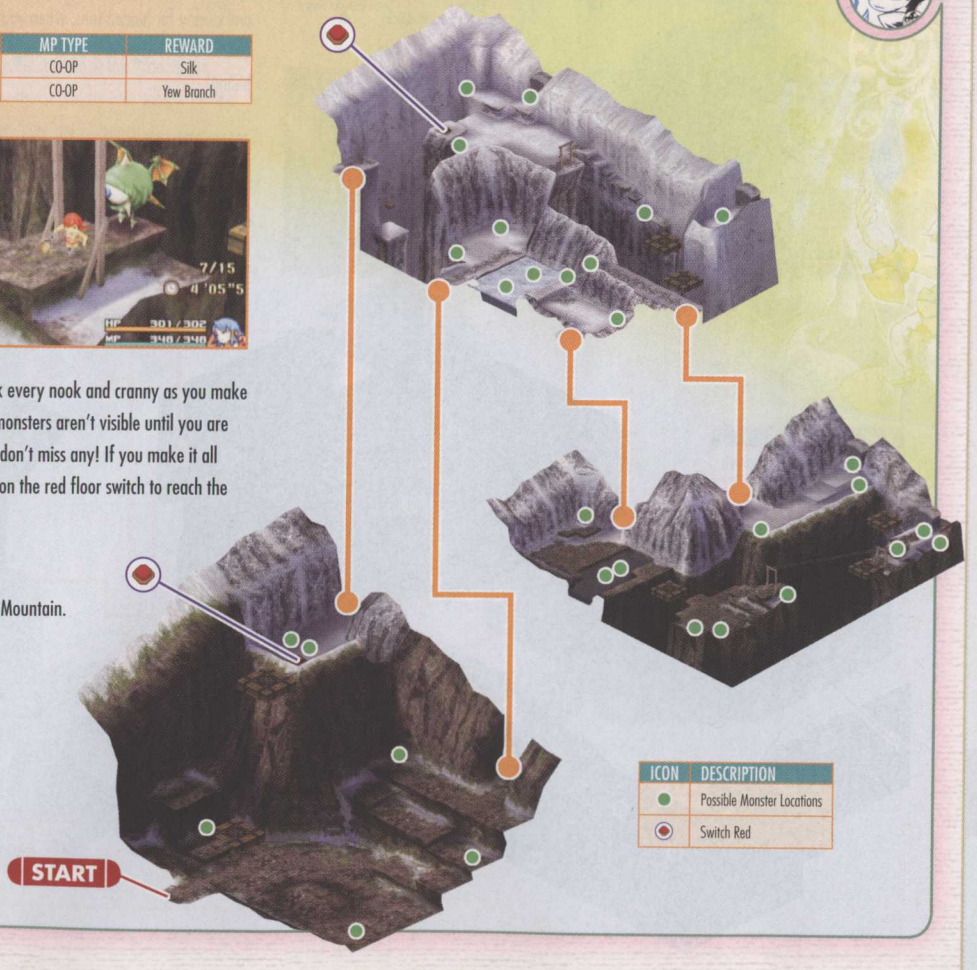
HUNT THE HIDDEN 1

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	60	1-4	CO-OP	Silk
Hard	150	1-4	CO-OP	Yew Branch

You have six minutes to find all 15 of the monsters! Check every nook and cranny as you make your way down Ice Mountain. Unlike in normal play, the monsters aren't visible until you are right on top of them, so check everywhere to be sure you don't miss any! If you make it all the way to the end without finding them all, you can step on the red floor switch to reach the beginning area and retrace your steps.

AVAILABILITY

This quest becomes available after reading the sign on Ice Mountain.



ICON	DESCRIPTION
	Possible Monster Locations
	Switch Red

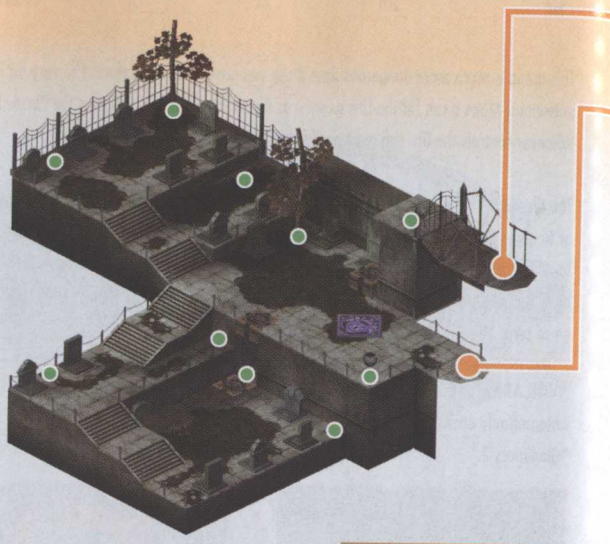
HUNT THE HIDDEN 2

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	300	1-4	CO-OP	Scroll-Scuba Mask
Hard	750	1-4	CO-OP	Dark Orb

Everywhere you go here is poisonous, so your first priority when you enter a new area is to find the Urn and place it on the Purple Plate to get some protection. Many of the foes here are dark foes, so remember to force them out of shadows with your Recovery magic. You've got twelve minutes to find 25 monsters to complete the quest, so check every little corner to discover them all!

AVAILABILITY

To open up this quest, read the sign in the graveyard after you've defeated the boss in "Buried Treasure."



ICON	DESCRIPTION
●	Possible Monster Locations
◉	Water Jar

INVISIBLE STALKERS 1

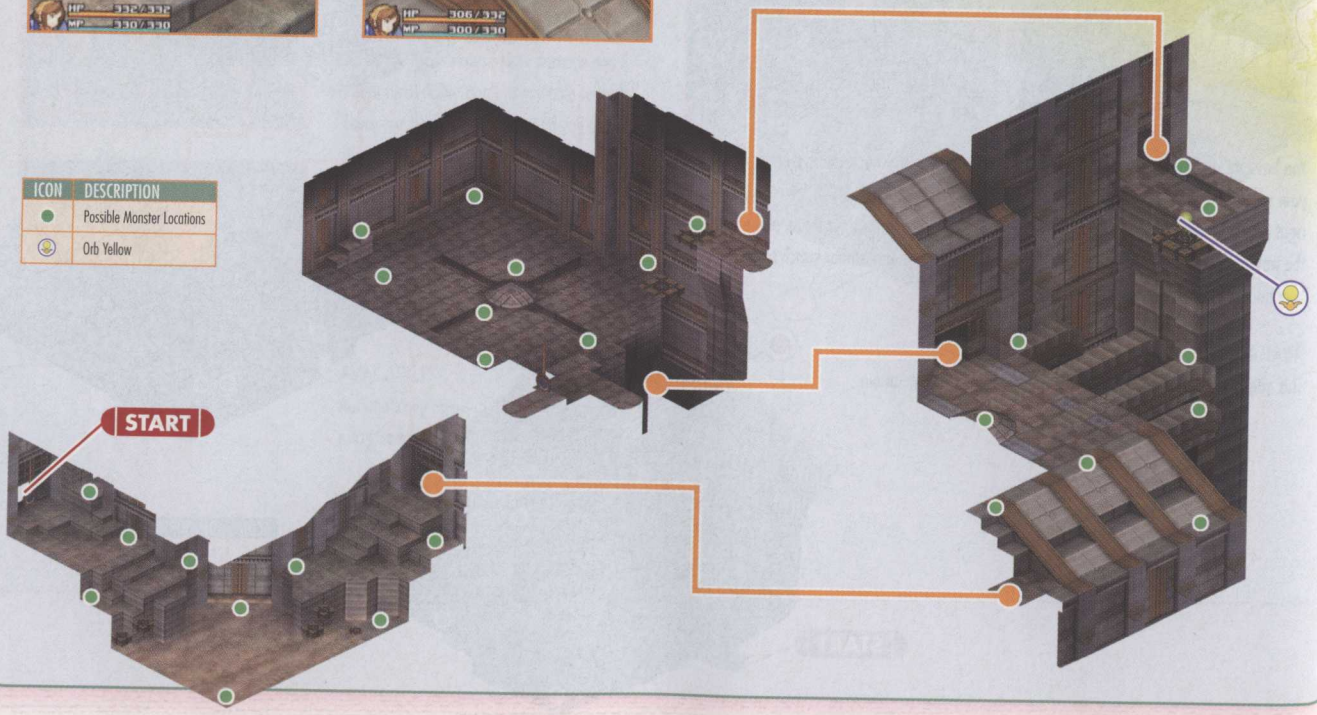
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	210	1-4	CO-OP	Scroll-Ninja Getup
Hard	525	1-4	CO-OP	Scroll-Bushido Sword

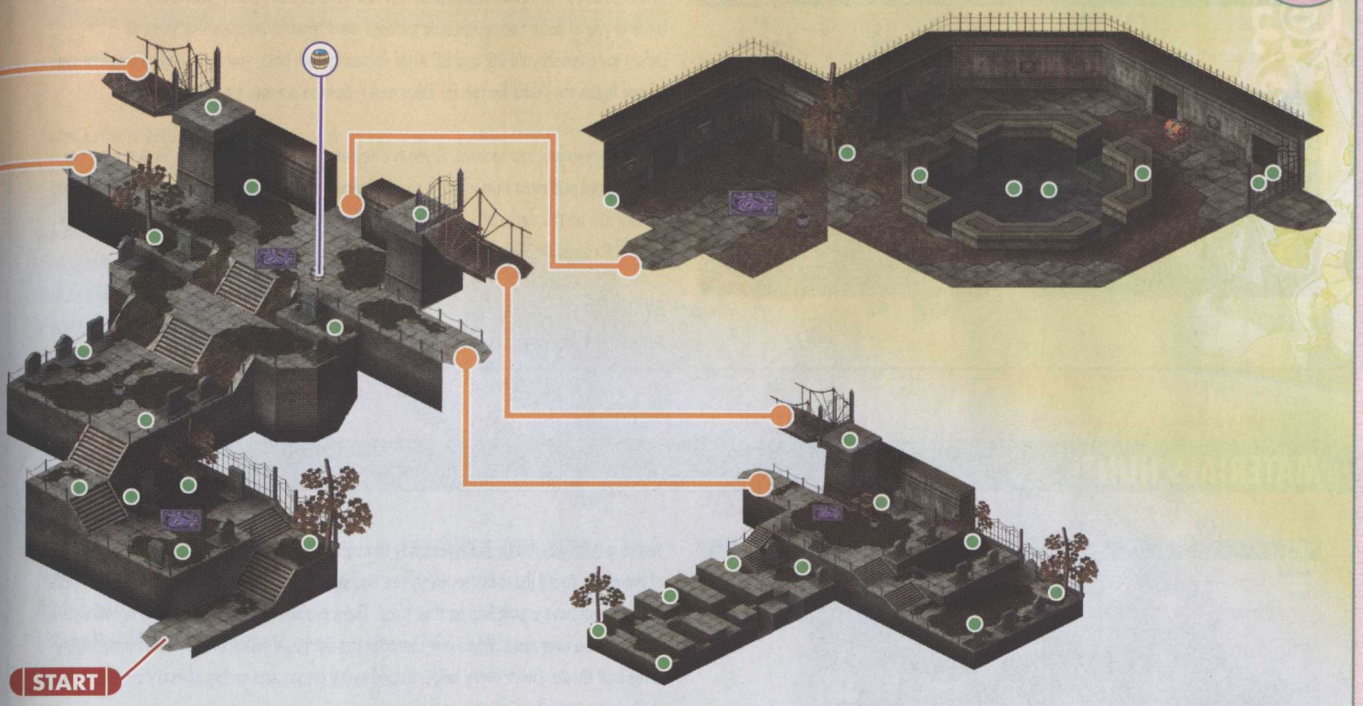
In this quest, you've got nine minutes to find 12 invisible monsters in the ruins. The light of the special lantern makes enemies appear! Pick it up, checking every single nook and cranny for hidden foes. When you find one, set the lantern down and destroy the monster. Check out on ledges and on the edges of steps as well. You never know where the monsters are hiding!

AVAILABILITY

This quest becomes available after completing the ruins and then talking to the soldier that is at front of the ruins when you revisit.

ICON	DESCRIPTION
●	Possible Monster Locations
◉	Orb Yellow





INVISIBLE STALKERS 2

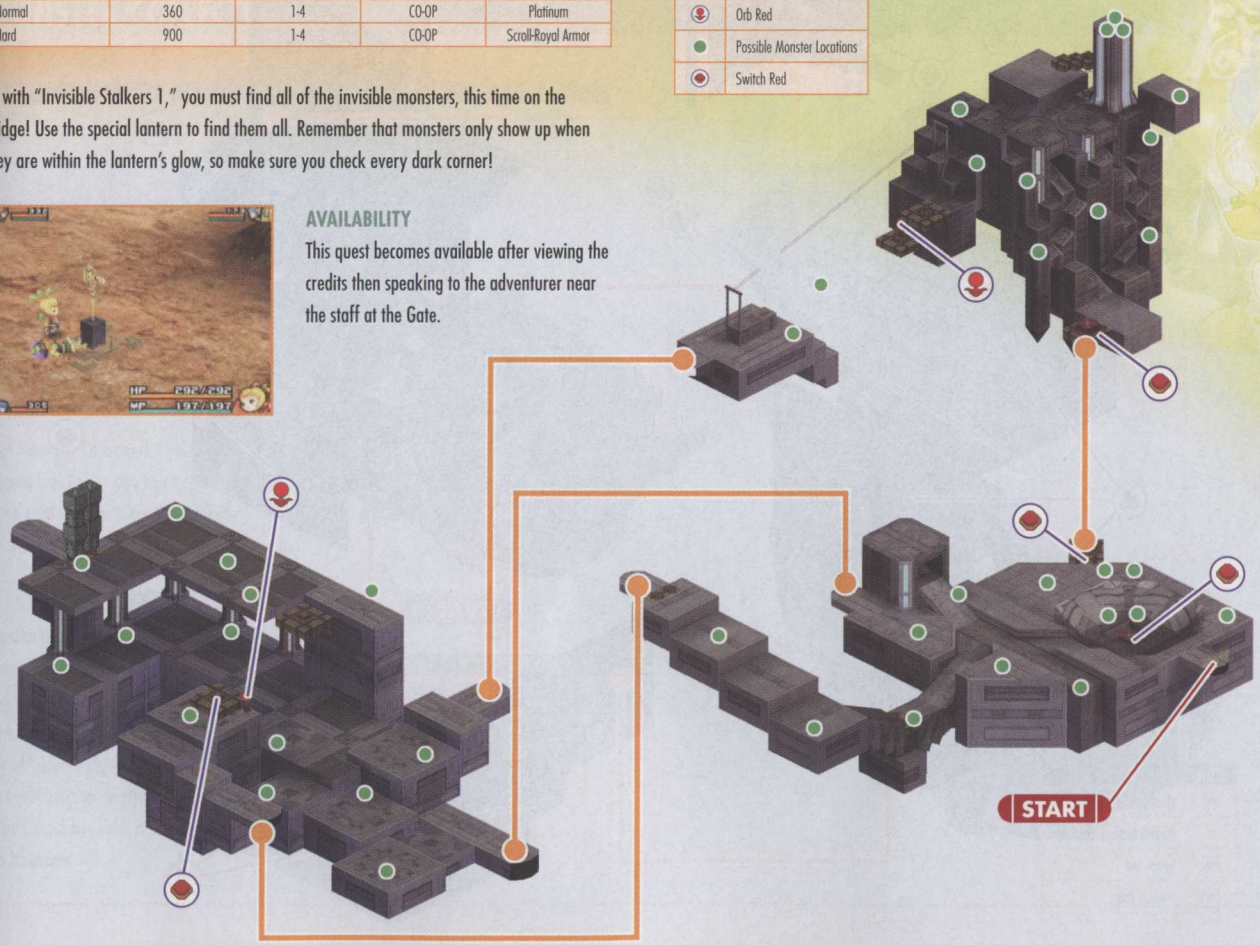
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	360	1-4	CO-OP	Platinum
Hard	900	1-4	CO-OP	Scroll-Royal Armor

ICON	DESCRIPTION
	Orb Red
	Possible Monster Locations
	Switch Red

As with "Invisible Stalkers 1," you must find all of the invisible monsters, this time on the bridge! Use the special lantern to find them all. Remember that monsters only show up when they are within the lantern's glow, so make sure you check every dark corner!

AVAILABILITY

This quest becomes available after viewing the credits then speaking to the adventurer near the staff at the Gate.



LOTSA BOSSES

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	210	1-4	CO-OP	Iron
Hard	525	1-4	CO-OP	Jewel-Ko Gem

In this quest you have10 minutes to defeat four bosses! Don't worry; they don't all come at you at once. Each boss battle includes some regular monsters that you can defeat to replenish your MP and HP. After defeating each boss, you can scoop up treasure and gil and break the White Barrels for Ether and Potions to prepare for the next battle!

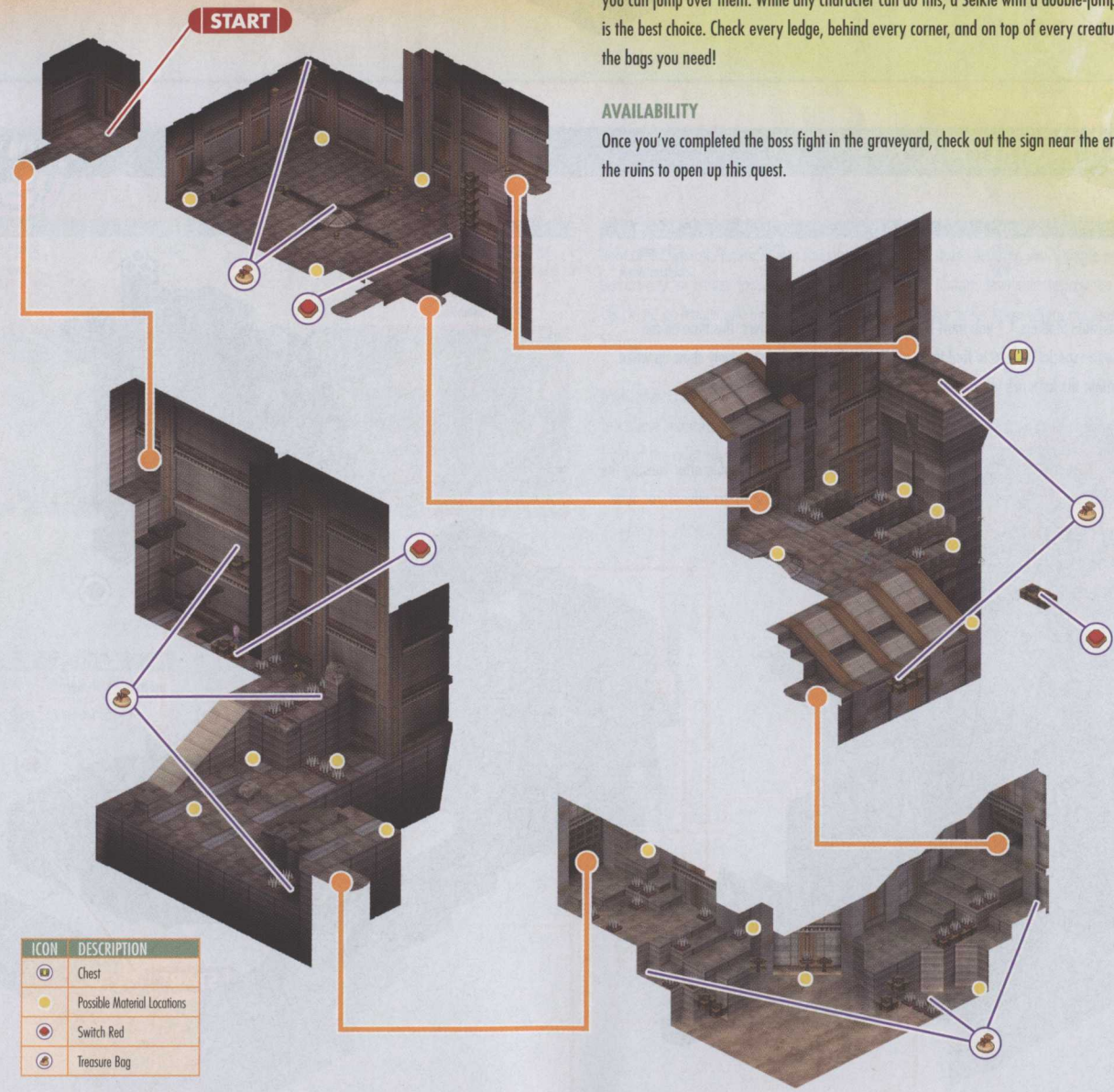
The bosses you face are random. If you are defeated by one of them, even the last one, you fail the quest and must start all over, so be cautious. Above all, keep yourself healed and keep a sharp eye on the clock. Stick to the same tactics you used to defeat them before, and you'll make it through successfully!

AVAILABILITY

Automatically opens after completing the ruins for the first time.

MATERIALS HUNT!

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	270	1-4	CO-OP	Scroll-Bomb Mask
Hard	675	1-4	CO-OP	Scroll-Lucky Sling



ICON	DESCRIPTION
	Chest
	Possible Material Locations
	Switch Red
	Treasure Bag

You've got 12 minutes to make your way through the ruins and collect 20 pink bags of materials. Avoid the monsters when you can; stick to fighting only those blocking your path or those that have a pink bag on their head. There are many, many spike traps, so make sure you can jump over them. While any character can do this, a Selkie with a double-jump ability is the best choice. Check every ledge, behind every corner, and on top of every creature to find the bags you need!

AVAILABILITY

Once you've completed the boss fight in the graveyard, check out the sign near the entrance to the ruins to open up this quest.

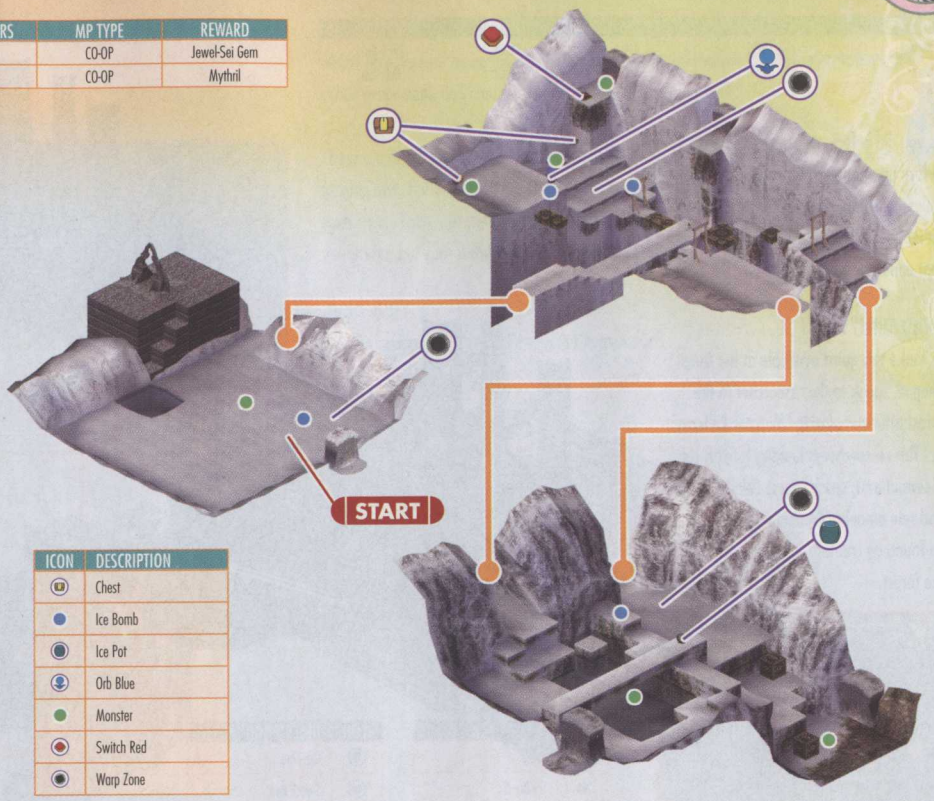
MONSTER COLLECTOR 1

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	210	1-4	CO-OP	Jewel-Sei Gem
Hard	525	1-4	CO-OP	Mythril

Speak to the researcher on Ice Mountain after your second visit to open up this quest. You've got seven minutes to collect six monsters on Ice Mountain! To collect a monster, you must first weaken it, then toss it into a warp hole. Because each area has its own warp hole, there is always one relatively close to where you are fighting. You can only collect live foes, so weaken a creature, but don't do enough damage to destroy it. If you do use a bit too much force, wait a second for another monster to appear.

AVAILABILITY

Speak to the researcher on Ice Mountain Entrance 2, after you have collected the crystal fragment from Ice Mountain to open up this quest.



ICON	DESCRIPTION
	Chest
	Ice Bomb
	Ice Pot
	Orb Blue
	Monster
	Switch Red
	Warp Zone

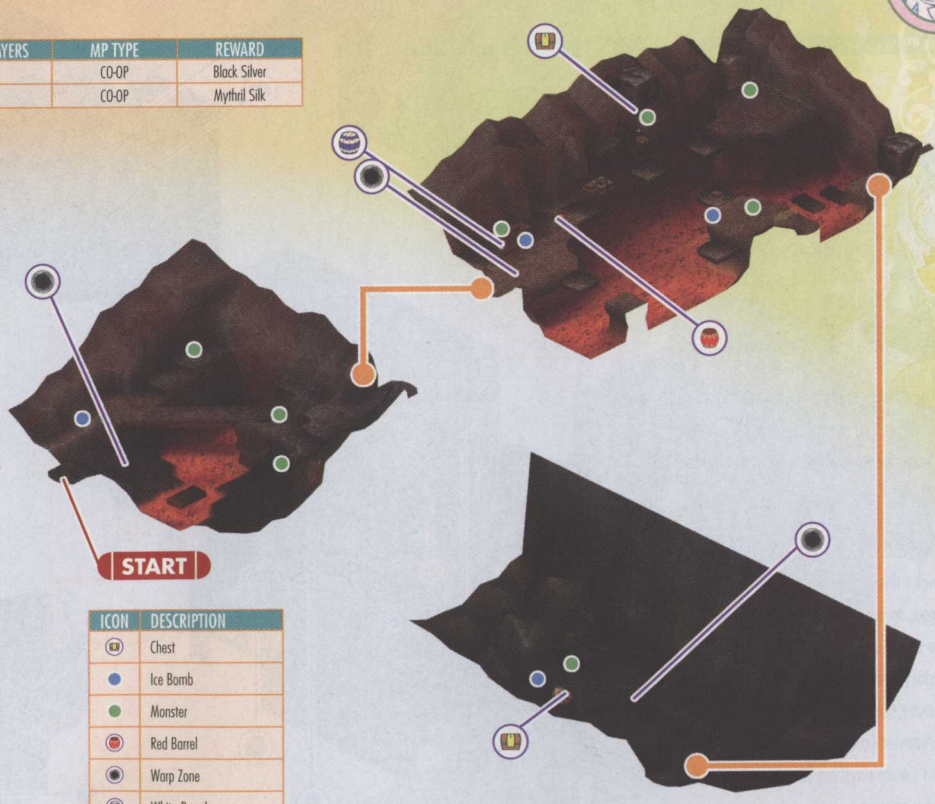
MONSTER COLLECTOR 2

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	240	1-4	CO-OP	Black Silver
Hard	600	1-4	CO-OP	Mythril Silk

As in "Monster Collector 1," you must weaken foes before you can throw them in the waiting warp holes. Freeze flying monsters to make them easier to toss in!

AVAILABILITY

To make this quest available at the Quest Shoppe, speak to the researcher on Fire Mountain after defeating the boss in the mine. The researcher complains about his lack of "flame fungus." Bring him some, and the quest becomes available. You can find flame fungus from one of the Fire Flan on Fire Mountain.



ICON	DESCRIPTION
	Chest
	Ice Bomb
	Monster
	Red Barrel
	Warp Zone
	White Barrel

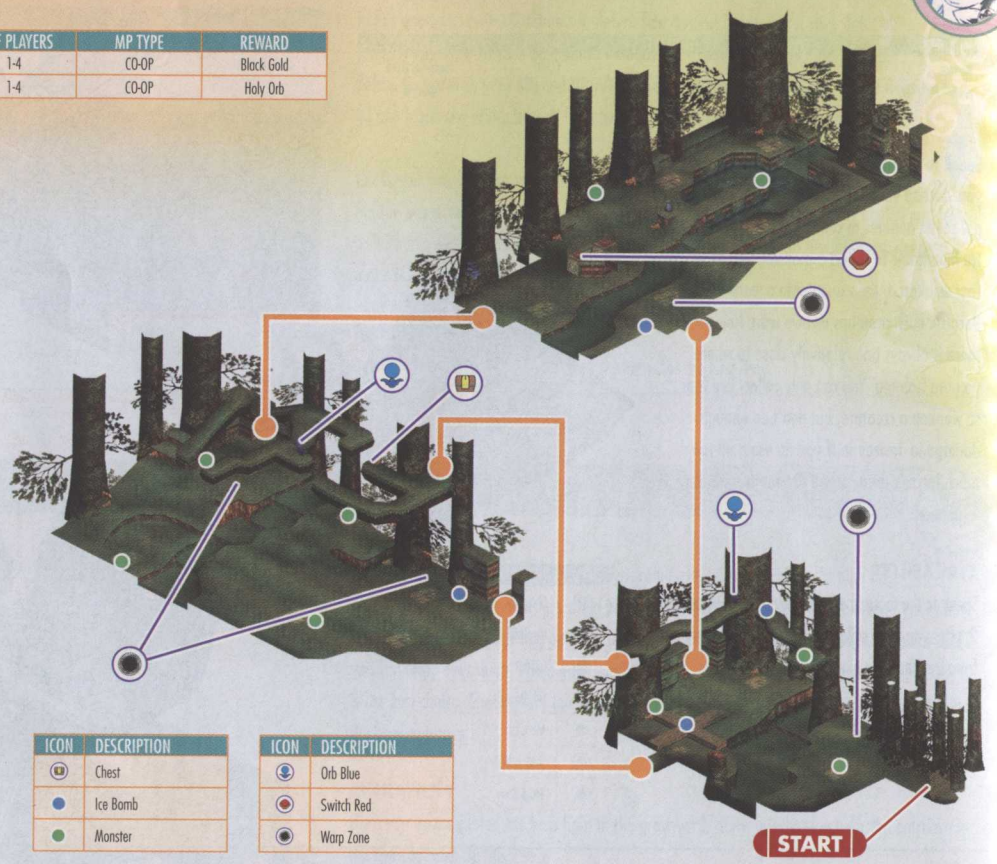
MONSTER COLLECTOR 3

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	300	1-4	CO-OP	Black Gold
Hard	750	1-4	CO-OP	Holy Orb

As you did before, weaken the creatures before attempting to toss them into the Warp Holes. To lift the heavier foes, you must either be a Lilty or have special equipment that enhances your strength!

AVAILABILITY

To make this quest available at the Quest Shoppe, speak to the researcher in the forest after completing "Monster Collector 2." This researcher is looking for soft cells (Seedspitters), spark spores (Walking Plants), and spin amoebas (Amenbos), which may be found on creatures in the second half of the forest.



ICON	DESCRIPTION
	Chest
	Ice Bomb
	Monster

ICON	DESCRIPTION
	Orb Blue
	Switch Red
	Warp Zone

MONSTER COLLECTOR 4

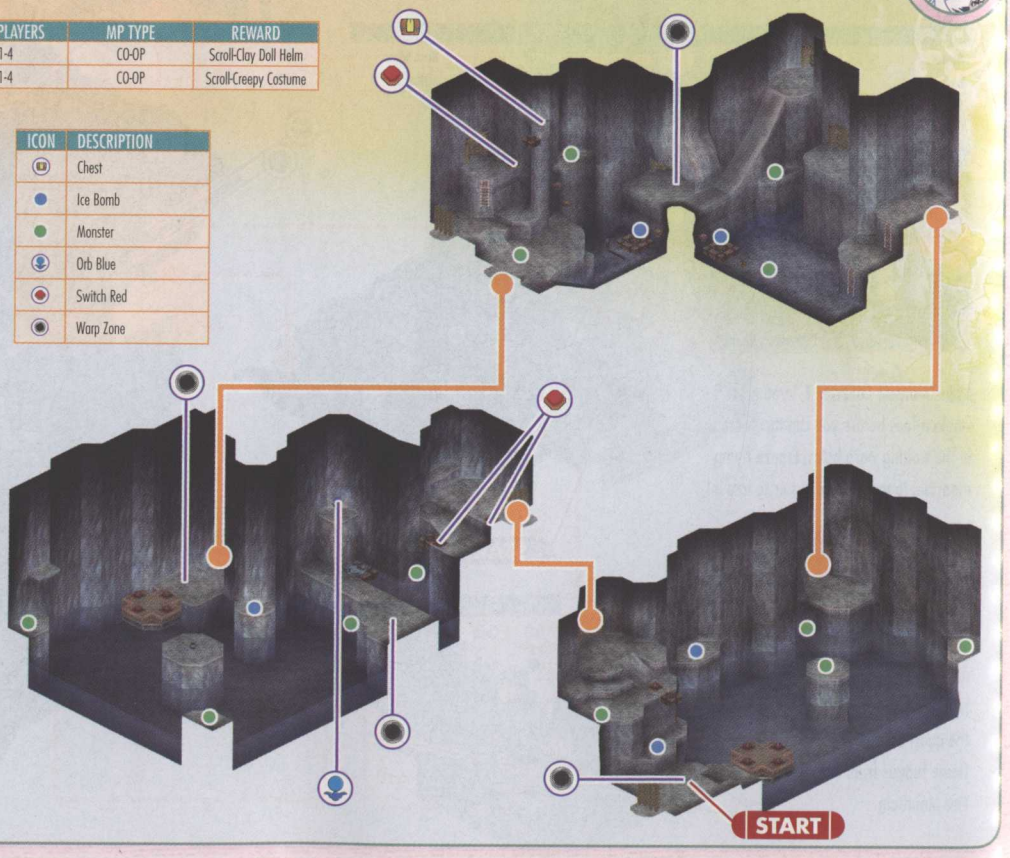
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	390	1-4	CO-OP	Scroll-Clay Doll Helm
Hard	975	1-4	CO-OP	Scroll-Creepy Costume

ICON	DESCRIPTION
	Chest
	Ice Bomb
	Monster
	Orb Blue
	Switch Red
	Warp Zone

This time, you must collect monsters from deep within the mine! Play as a Lilty or use some special equipment to lift these heavier monsters.

AVAILABILITY

To make this quest available at the Quest Shoppe, speak to the researcher deep in the mine on an obscured ledge after finishing the story, viewing the credits, and completing "Monster Collector 3." Unlike the previous two Monster Collector quests, this researcher doesn't want anything from you before the quest is opened.



MONSTER MASH 1

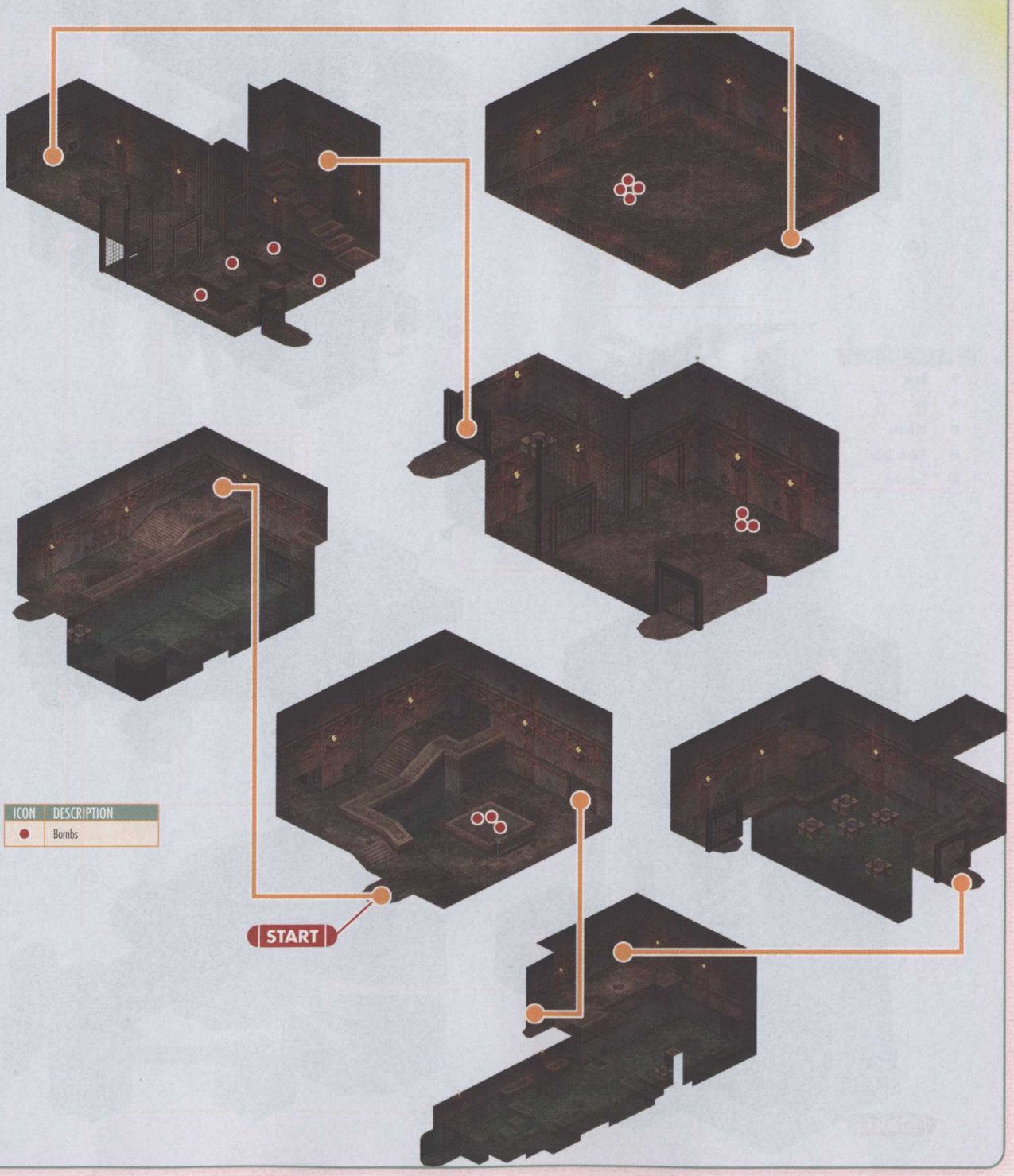
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	30	1-4	CO-OP	Leather
Hard	75	1-4	CO-OP	Fine Leather

The aqueducts have been overrun with Mini Movers! You've got six minutes to defeat all the monsters in the aqueducts. Although it doesn't take much to put these creatures down, check every nook and cranny to make sure you've got them all.

There are seven hordes of critters you must clear out. Though they are small, don't worry about missing any. The door to the next area won't open until you've cleared the monsters out of each room. There are some bombs scattered about that you can use to take out the creatures if you prefer, but your weapons and magic also do the job just fine.

AVAILABILITY

To open up this quest, read the sign in the aqueducts.



ICON	DESCRIPTION
●	Bombs

MONSTER MASH 2

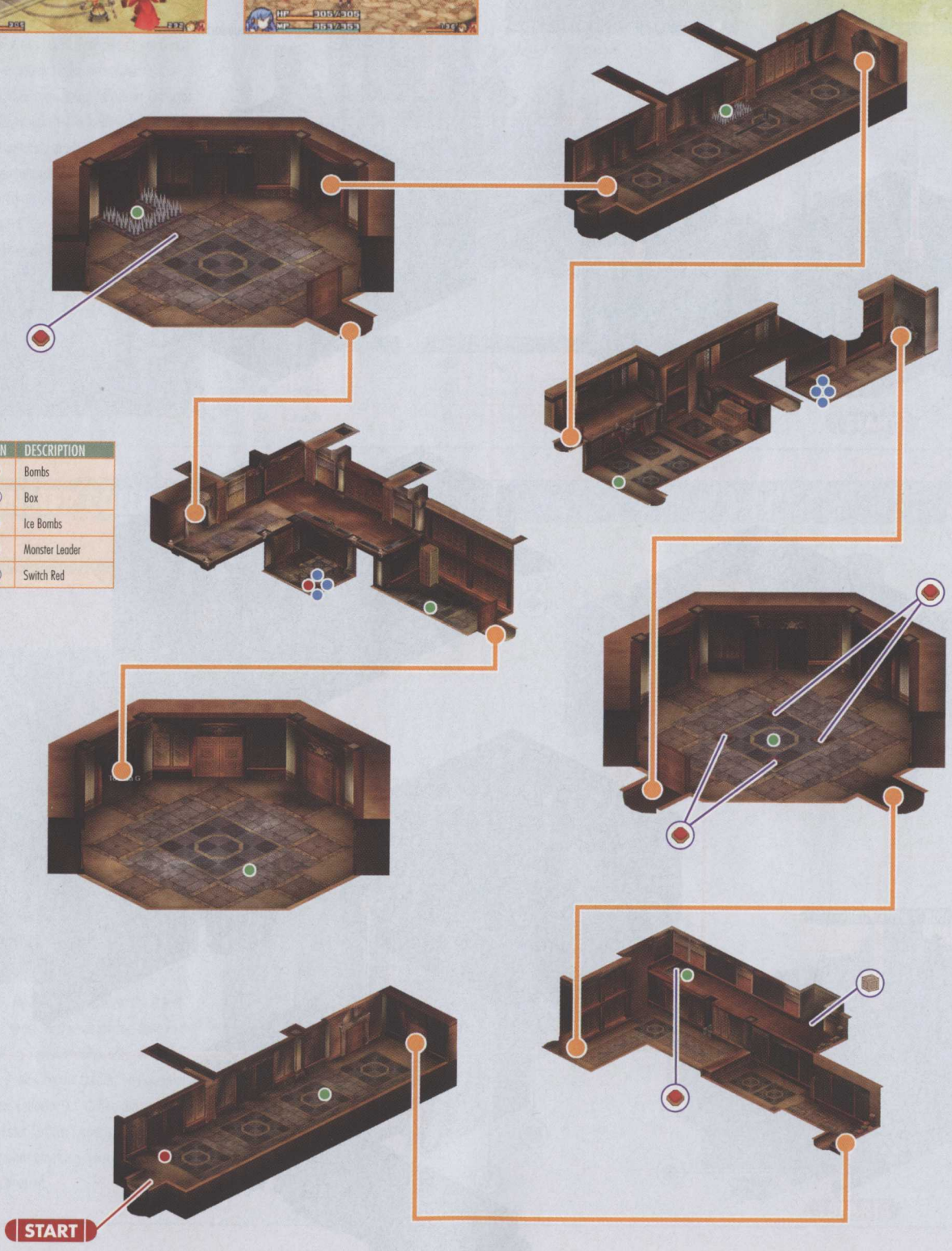
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	300	1-4	CO-OP	Scroll-Scuba Gear
Hard	750	1-4	CO-OP	Orichalcum

The library is under assault from hordes of monsters! Just as you did in "Monster Mash 1," you must clear them out of each room before you can move on to the next. Your quest is complete when the library is once again safe for bookish pursuits!

AVAILABILITY

After discovering the location of the mine from the library, return to the library and take the left path. Follow the left path then speak with the woman in the library dressed as a nun to open up this quest.

ICON	DESCRIPTION
	Bombs
	Box
	Ice Bombs
	Monster Leader
	Switch Red



MONSTER MASH 3

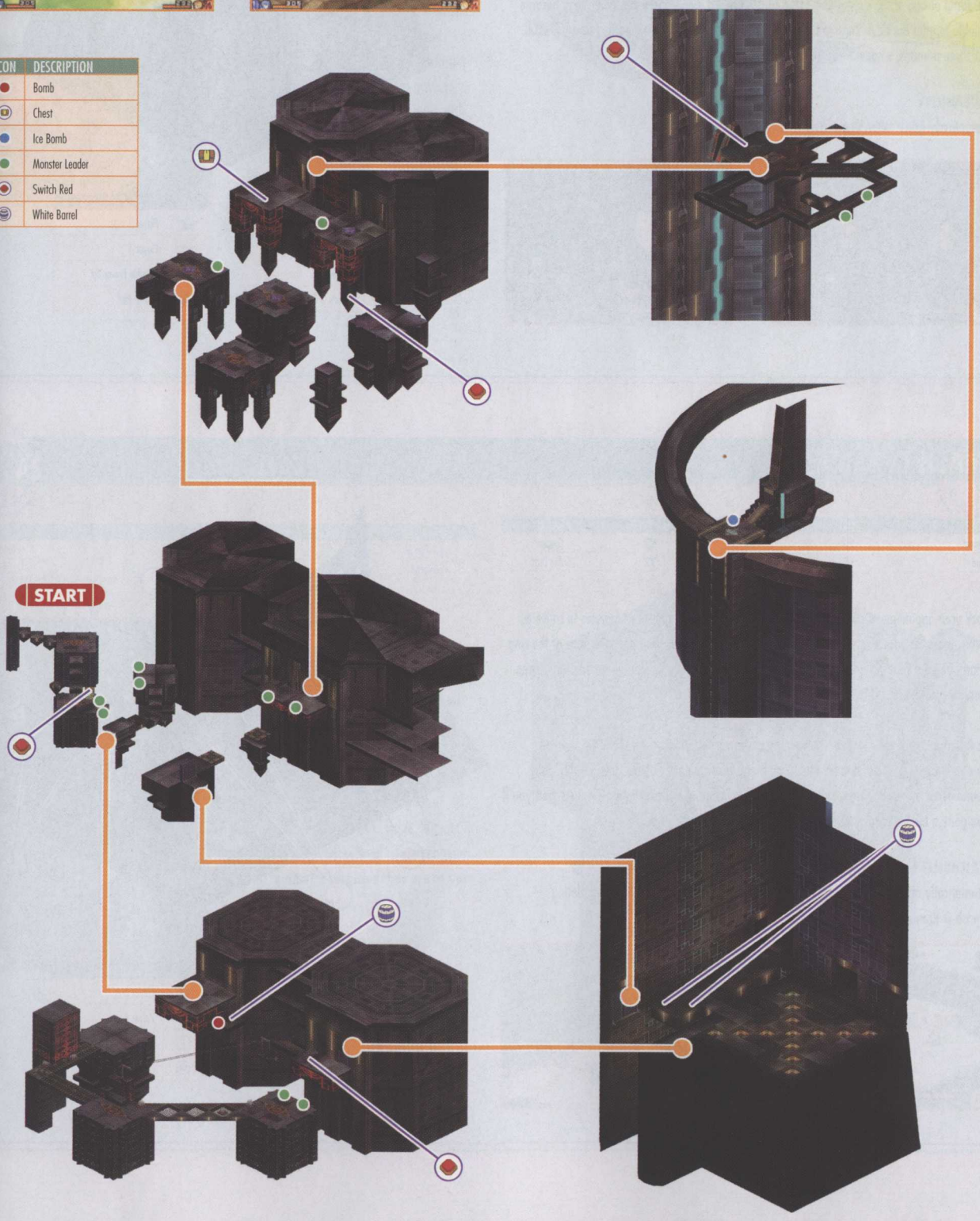
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	420	1-4	CO-OP	Scroll-Clay Doll Armor
Hard	1050	1-4	CO-OP	Scroll-Hairpin of Affection

Speak with the person near Entrance 1 of the Aqueducts to open this quest up at the Quest Shop. Once again you've been called upon to clear out hordes of monsters! This time they are roving through the Tower. Make your way through the monsters to defeat the leaders of each of the twelve hordes. Keep an eye on your time and be sure to check every corner to quickly deal with the beasts in each room and move on to the next.

AVAILABILITY

To open this quest up at the Quest Shoppe, speak with the researcher by the key in Entrance 1 of the aqueducts, after finishing the story, viewing the credits, and completing "Monster Mash 2."

ICON	DESCRIPTION
	Bomb
	Chest
	Ice Bomb
	Monster Leader
	Switch Red
	White Barrel



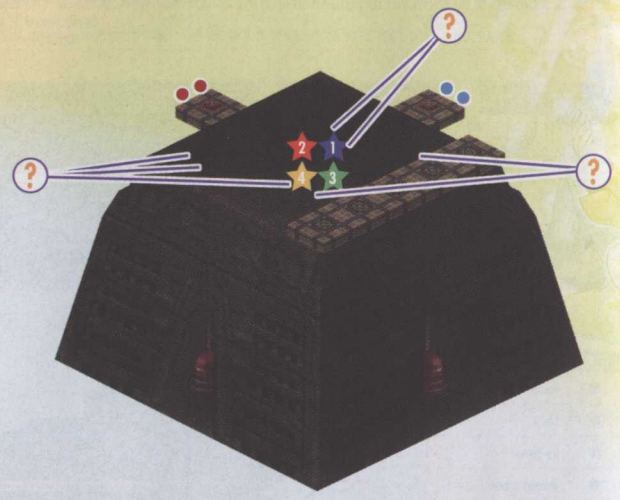
SMASH-O-RAMA 1

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	10	2-4	VS	Silk
Hard	25	2-4	VS	Seraph Dust

The object of this quest is to knock your opponents out of the ring. You can do this by driving them to the edge with your melee attacks, or by using Blizzard on them and tossing them out. The area also offers more creative ways to do this. Push the red floor switches to bring bombs and Ice Bombs up. Use these to freeze opponents you can then toss out of the ring, or use the bombs to knock them out with the force of the explosion. Watch out for the sliding tiles that sweep across the board. If you let them push you around, they knock you right out of the ring. Jump on top of the sliding tiles to avoid this hazard. Grab power-ups when they become available to gain the advantage in the fight. Each time you are knocked out, you get a skull. After three minutes, whoever has the least amount of skulls wins!

AVAILABILITY

Automatically opens when you arrive in Town.



ICON	DESCRIPTION
	Ice Bomb
	Bomb
	Player 1
	Player 2

ICON	DESCRIPTION
	Player 3
	Player 4
	Possible Power Up
	Switch Red

SMASH-O-RAMA 2

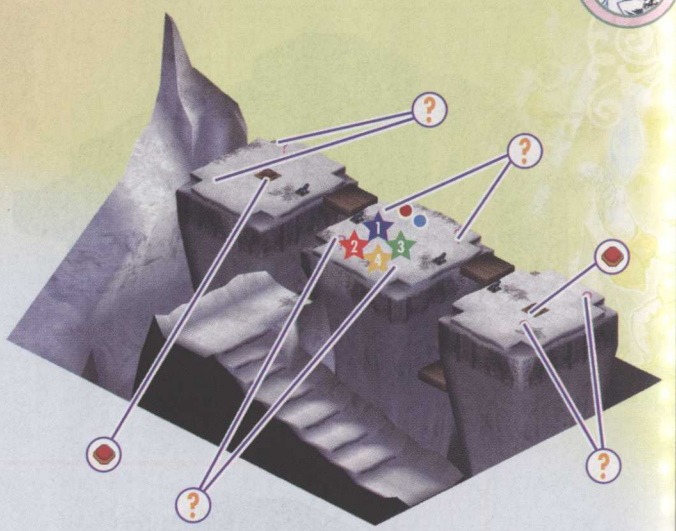
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	20	2-4	VS	Copper
Hard	50	2-4	VS	Sulfur Dust

Knock your opponents out of the ring to win this quest. You've got three minutes to cause as much trouble for your rivals as you can. Use the two floor switches at opposite ends of the ring to damage your foes. When you step on one, it rises, and sheets of flame immediately sweep across the ground, knocking off anyone in their path.

Use the regular switches to drop the floating platforms into the chasm, scoring a skull on any opponents who happen to be caught on them. Use the power-ups to gain Stealth, Slow opponents, or even Zap them. Stay moving and be aware of your opponents' moves, and you'll have gone a long way towards winning.

AVAILABILITY

Automatically opens after giving the crystal sickness medicine to Eryll, and completing "Smash-O-Rama 1."



ICON	DESCRIPTION
	Ice Bomb
	Bomb
	Player 1
	Player 2

ICON	DESCRIPTION
	Player 3
	Player 4
	Possible Power Up
	Switch Red

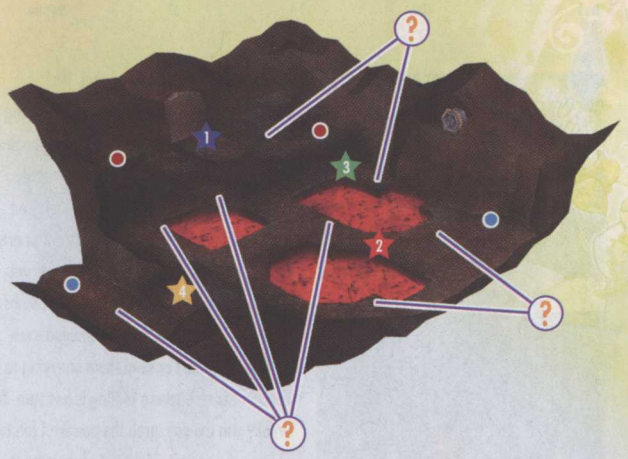
SMASH-O-RAMA 3

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	50	2-4	VS	Silk
Hard	125	2-4	VS	Holy Orb

The goal of this "Smash-O-Rama" is to knock your opponents into the pools of magma! Each time you do, you score a skull on your foe. Watch out for the circles of flame scattered around the pools and keep an eye out for the power-ups to give yourself every advantage. You can also find a secret weapon high up on the wall! This powerful fan is strong enough to blow your opponents right into the magma; just pick it up to activate it. At the end of three minutes, the player with the fewest skulls wins.

AVAILABILITY

Automatically opens after Sherlotta joins the party, and completing "Smash-O-Rama 2."



ICON	DESCRIPTION
	Ice Bomb
	Bomb
	Player 1
	Player 2

ICON	DESCRIPTION
	Player 3
	Player 4
	Possible Power Up

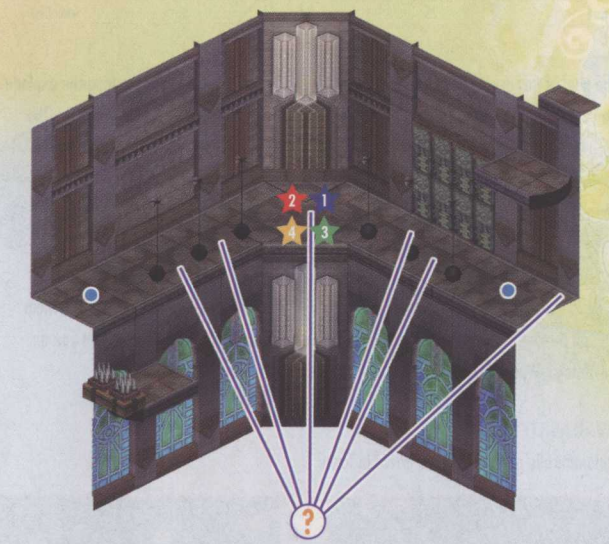
SMASH-O-RAMA 4

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	70	2-4	VS	Seraph Dust
Hard	175	2-4	VS	Abyssian

The battleground for this head-to-head challenge is one of the most simple, yet one of the most challenging. The battle takes place on a wide ledge with six spiked pendulums all swinging on different timers. Use these to knock your opponent out of the ring, but don't get caught by them yourself! Ice Bombs and power-ups can appear at different locations along the ledge. Without a lot of room to move around, remain on your guard constantly, keeping a close eye on your opponent at all times!

AVAILABILITY

Automatically opens after completing the bridge for the first time, and finishing "Smash-O-Rama 3."

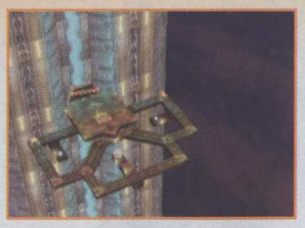


ICON	DESCRIPTION
	Ice Bomb
	Player 1
	Player 2

ICON	DESCRIPTION
	Player 3
	Player 4
	Possible Power Up

SMASH-O-RAMA 5

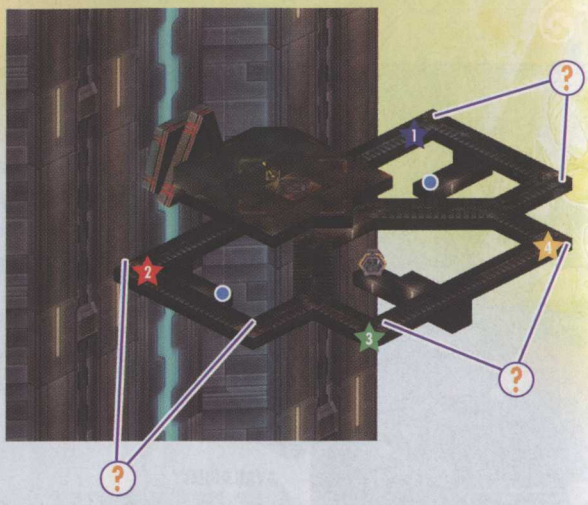
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	80	2-4	VS	Platinum
Hard	200	2-4	VS	Abyssian



This battle is rather challenging. The walkways are dangerously narrow, making it easy to get knocked off. Lure your opponents onto the rails so that you can more easily drop them off the edge! Use the switch on the central platform to drop bombs that are already primed to explode. As soon as you flip the switch, get out of there! The bombs either blow your foe around (maybe even off the elevator) or send them scurrying to one of the rails where footing is less sure. To really win the day, grab the powerful fan to blow your enemies right out of the arena!

AVAILABILITY

Automatically opens after finishing the story and viewing the credits, and completing "Smash-O-Rama 4."



ICON	DESCRIPTION
●	Ice Bomb
1	Player 1
2	Player 2

ICON	DESCRIPTION
3	Player 3
4	Player 4
?	Possible Power Up

STARFEST COUNTING SONG 1

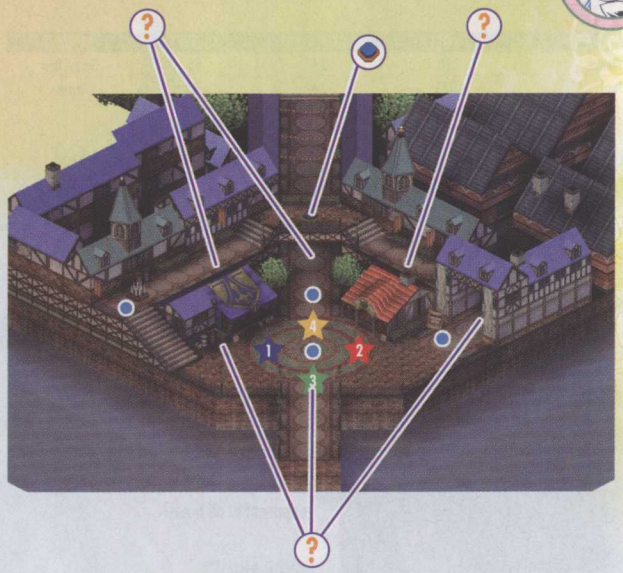
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	10	2-4	VS	Leather
Hard	25	2-4	VS	Sulfur Dust

The goal of this quest is to get as many points as possible without having the magicite explode on you. You've got three minutes to pick up the magicite and carry it around the town. The longer you carry it, the more points it's worth, but the magicite explodes when the timer reaches five, so look out! You lose half of your points if the magicite explodes on you. To gain some extra points, carry the magicite up the stairs to reach the blue switch in the center of the upper level. Touching the switch awards bonus points!

Only one magicite spawns at a time, so be ready to take it from your opponents. Pick them up and throw them to get them to drop it. Be on the lookout for power-ups to give you an advantage. Whoever ends up with the most points is the winner!

AVAILABILITY

Automatically opens when you arrive in Town.



ICON	DESCRIPTION
1	Player 1
2	Player 2
3	Player 3
4	Player 4

ICON	DESCRIPTION
●	Possible Magicite Location
?	Possible Power Up
◉	Switch Blue

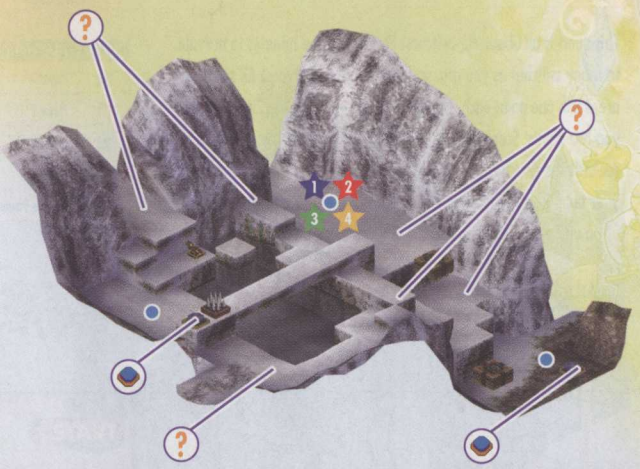
STARFEST COUNTING SONG 2

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	40	2-4	VS	Iron
Hard	100	2-4	VS	Iron Silk

The goal of this quest is the same as in "Starfest Counting Song 1," but there are a few differences to the playing field. This time, you have two blue switches you can hop on to grab extra points. There are also switches that change the water to ice and back again. This is a great way to catch your opponent, letting you grab the magicite. Keep an eye out for power-ups and always be ready to seize the magicite to rack up the points and win the quest!

AVAILABILITY

This quest opens after finishing "Starfest Counting Song 1," and after completing the ruins for the first time.



ICON	DESCRIPTION
	Player 1
	Player 2
	Player 3
	Player 4

ICON	DESCRIPTION
	Possible Magicite Location
	Possible Power Up
	Switch Blue

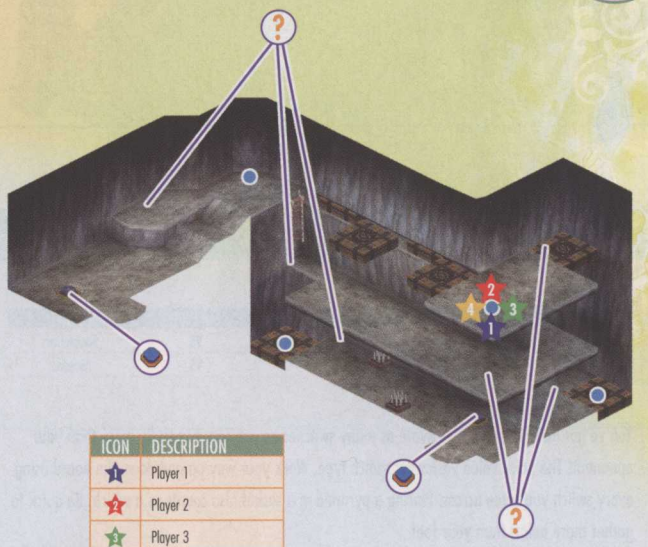
STARFEST COUNTING SONG 3

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	70	2-4	VS	Sulfur Dust
Hard	175	2-4	VS	Orichalcum

In this quest, you've got three minutes to score as many points as you can! Use the spike traps and different levels to put some distance between you and your opponent when you are running with the magicite. Use the blue floor switch to earn five extra bonus points each time you step on it while carrying the magicite!

AVAILABILITY

Automatically opens after completing the bridge for the first time, and finishing "Starfest Counting Song 2."



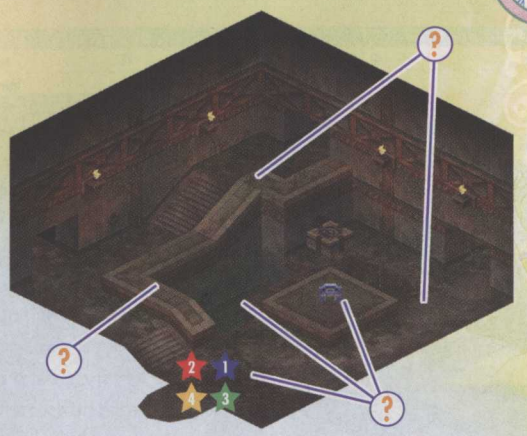
ICON	DESCRIPTION
	Player 1
	Player 2
	Player 3
	Player 4
	Possible Magicite Location
	Possible Power Up
	Switch Blue

SWITCHES GALORIFIC 1

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	20	2-4	VS	Silk
Hard	50	2-4	VS	Fine Leather

This quest is all about the switches! You have three minutes to activate as many switches as you can, and they come in all types! All switches are worth one point each, while placing a Key in the Key Stand earns you two points. Score more points than your opponent to earn your reward! The switches can appear anywhere, so make the best use of your time. Don't spend too long trying to get a difficult, remote switch when you could be racking up the points on easier switches.

ICON	DESCRIPTION
	Player 1
	Player 2
	Player 3
	Player 4
?	Possible Power Up



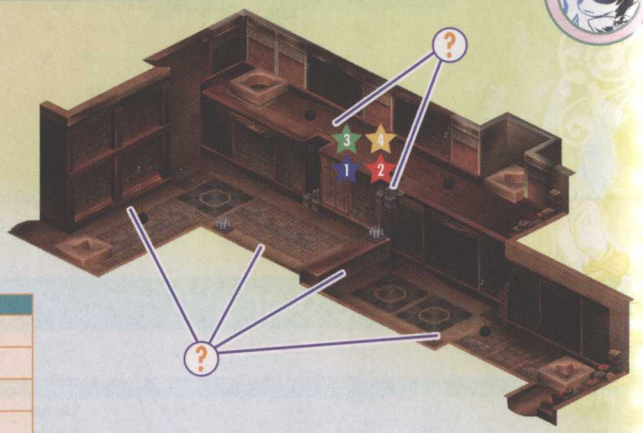
AVAILABILITY

Automatically opens after completing Fire Mountain for the first time.

SWITCHES GALORIFIC 2

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	40	2-4	VS	Gold
Hard	100	2-4	VS	Mythril Silk

Much like the first "Switches Galorific" quest, your goal is to activate as many switches as you can. You get one point for each one you switch, while you get two points for putting the shapes in the correct pedestals. Watch out for the spike traps and pendulums as you move about the board. At the end of three minutes, the player that has the most points wins!



AVAILABILITY

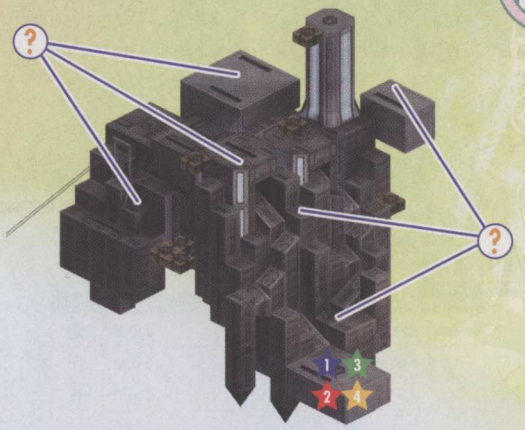
Automatically opens after Sherlotta joins the party, and completing "Switches Galorific 1."

ICON	DESCRIPTION
	Player 1
	Player 2
	Player 3
	Player 4
?	Possible Power Up

SWITCHES GALORIFIC 3

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	80	2-4	VS	Seraph Dust
Hard	200	2-4	VS	Abyssian

You've got three minutes to activate as many switches as you can, hopefully more than your opponent! The point value varies per switch type. Work your way up and down the board using every switch you come across. Placing a pyramid in a socket also counts as a switch. Be quick to gather more points than your foe!



AVAILABILITY

Automatically opens after finishing the story and viewing the credits, and completing "Switches Galorific 2."

ICON	DESCRIPTION
	Player 1
	Player 2
	Player 3
	Player 4
?	Possible Power Up

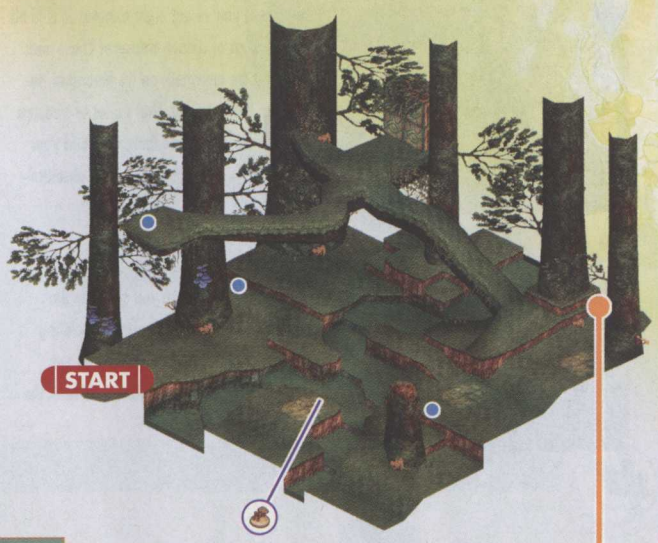
TREASURE HUNT 1

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	30	1-4	CO-OP	Scroll-Steel Corslet
Hard	75	1-4	CO-OP	Mu Parchment

You've got five minutes to find the eight pink bags scattered throughout the forest. Check behind every tree and knoll to locate them all, and go up the ramps as well. Creatures occasionally carry these on their heads, so defeat them to grab the bags and complete the quest! But don't waste time fighting creatures you don't need to; if you can't see a bag, then the monster doesn't have one.

AVAILABILITY

This quest opens when you speak to the moogle in the forest after visiting Town for the first time. Keep an eye out, because the moogle likes to hide behind stuff in the forest.



ICON	DESCRIPTION
●	Possible Treasure Bag Locations
◉	Treasure Bag

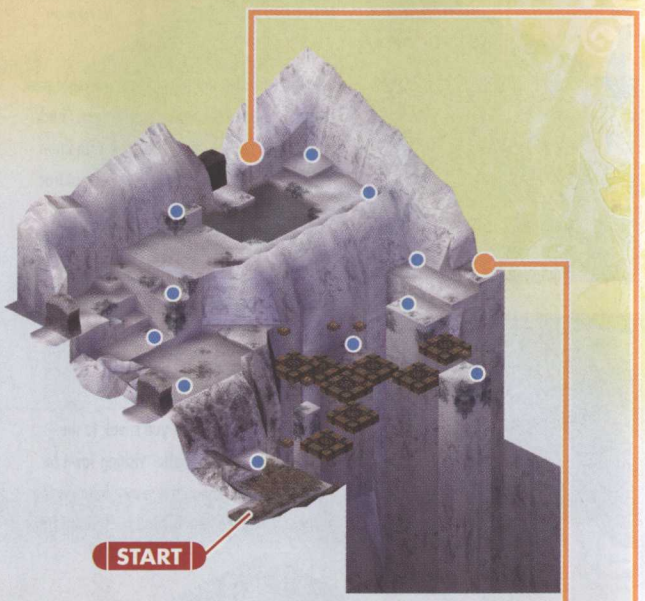
TREASURE HUNT 2

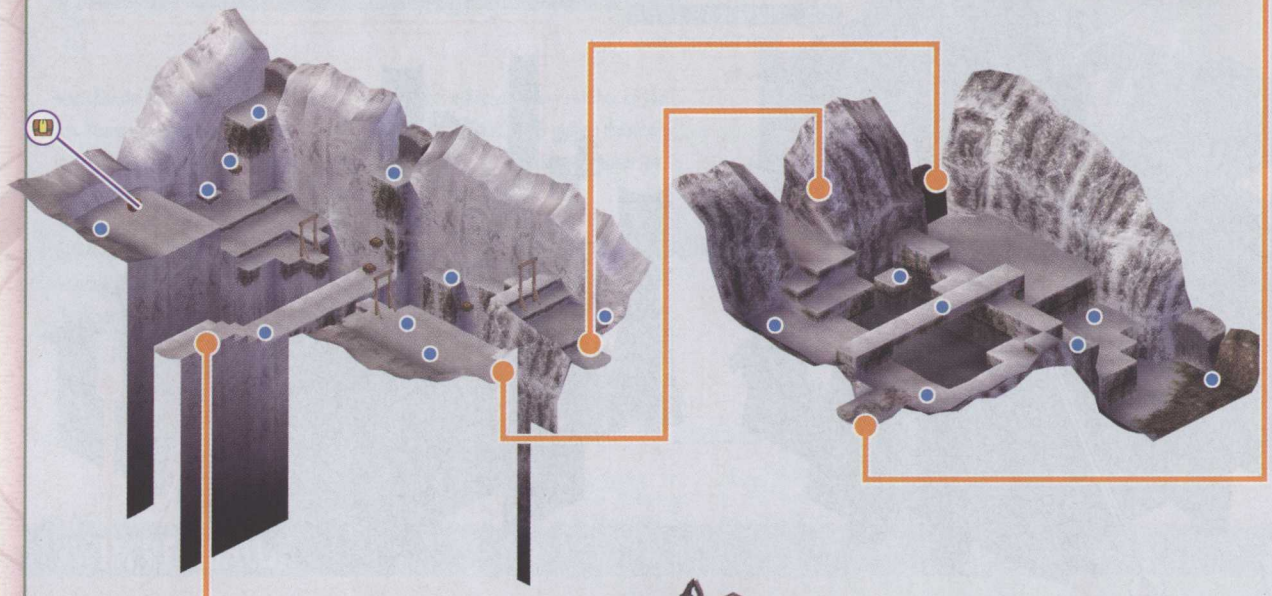
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	240	1-4	CO-OP	Scroll-Ninja Headgear
Hard	600	1-4	CO-OP	Scroll-Ishtar's Head

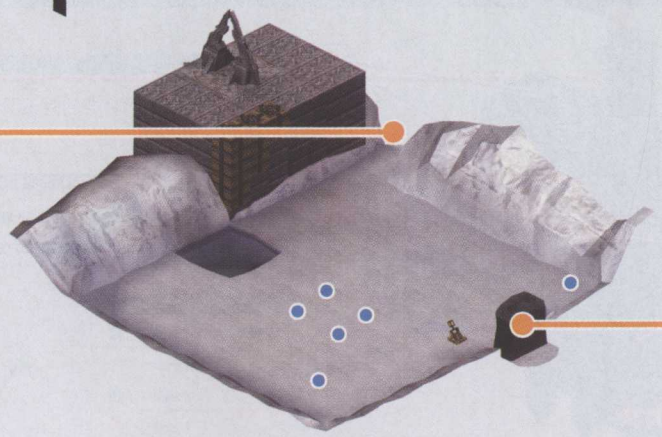
This time, you've got eight minutes to find all twenty bags of hidden treasure! These pink bags can be anywhere on Ice Mountain, so explore every corner. That's a lot of treasure to find within the time limit, so spend your time battling monsters only when absolutely necessary.

AVAILABILITY

This quest opens when you speak to the moogle on Ice Mountain after completing the ruins for the first time. Keep an eye out, because the moogle likes to hide in the shadow of some peaks.







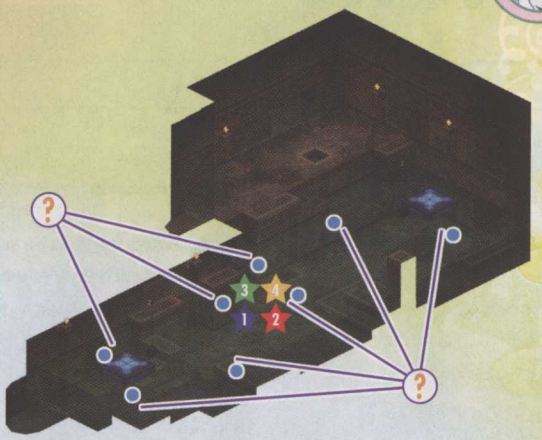
ICON	DESCRIPTION
	Chest
	Possible Treasure Bag Locations

WHIRLPOLO 1

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	20	2-4	VS	Leather
Hard	50	2-4	VS	Black Silver

This quest pits you against your opponents in a game of skill! There are two whirlpools, one at each end of the water-filled area. The goal is to take the multicolored ball and lob it into the whirlpool, earning a point each time you make it in. More than one ball can be in play at a time, so be on your toes. To make things more interesting, there are the usual power-ups as well as Ice Bombs. Use the Ice Bombs to freeze your opponents and grab the ball before they can stop you. Also, watch out for the swinging pendulums guarding the whirlpools. Whoever scores the most points in the three minutes allotted wins the game!

ICON	DESCRIPTION
	Ice Bomb
	Player 1
	Player 2
	Player 3
	Player 4
	Possible Power Up



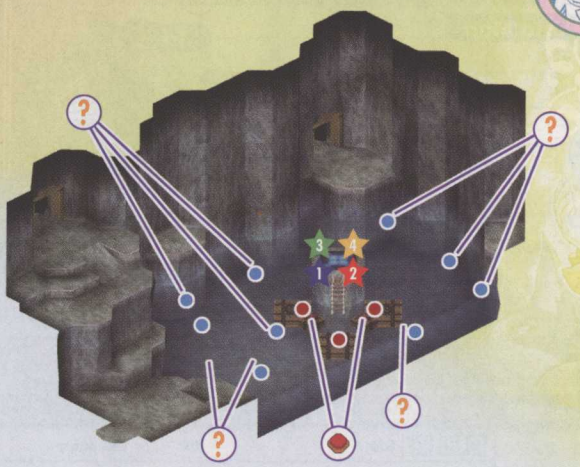
AVAILABILITY

Automatically opens after completing Fire Mountain for the first time.

WHIRLPOLO 2

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	60	2-4	VS	Black Gold
Hard	150	2-4	VS	Dark Orb

Just as in "Whirlpolo 1," the objective is get the ball in the goal as many times as possible. For this quest, the whirlpool is on top of a very tall pillar in the center; the only way to get the ball there is to grab it and step on the floor switch to make the tile rise to the goal. Use the Ice Bombs to freeze opponents and steal the ball whenever you can!



AVAILABILITY

Automatically opens after completing the mine for the first time, and finishing "Whirlpolo 1."

ICON	DESCRIPTION
	Bomb
	Ice Bomb
	Player 1

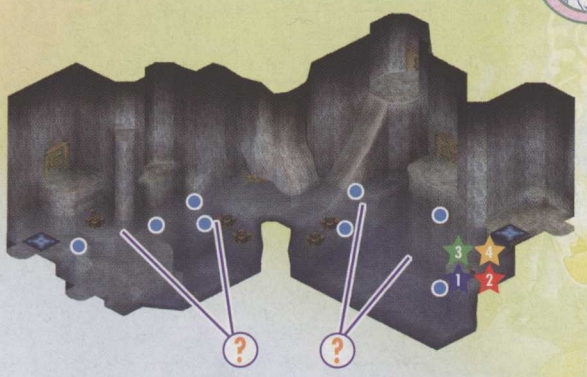
ICON	DESCRIPTION
	Player 2
	Player 3
	Player 4

ICON	DESCRIPTION
	Possible Power Up
	Switch Red

WHIRLPOLO 3

(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	70	2-4	VS	Platinum
Hard	175	2-4	VS	Holy Orb

This Whirlpolo court is a bit tricky! It has two goals, but at any given time, one is underwater. If that one is exposed, the other is too high to reach! Use the switches next to each goal to raise or lower the water levels. This can be used to manipulate the environment in your favor. For example, if you see someone going for the lower goal, flip the switch to cover it with water to make your opponent's shot impossible. Just as you did before, use the Ice Bombs and power-ups to give yourself every advantage you can over your opponent, and use the three minutes to score as many points as possible.



AVAILABILITY

Automatically opens after completing the bridge for the first time, and finishing "Whirlpolo 2."

ICON	DESCRIPTION
	Ice Bomb
	Player 1
	Player 2

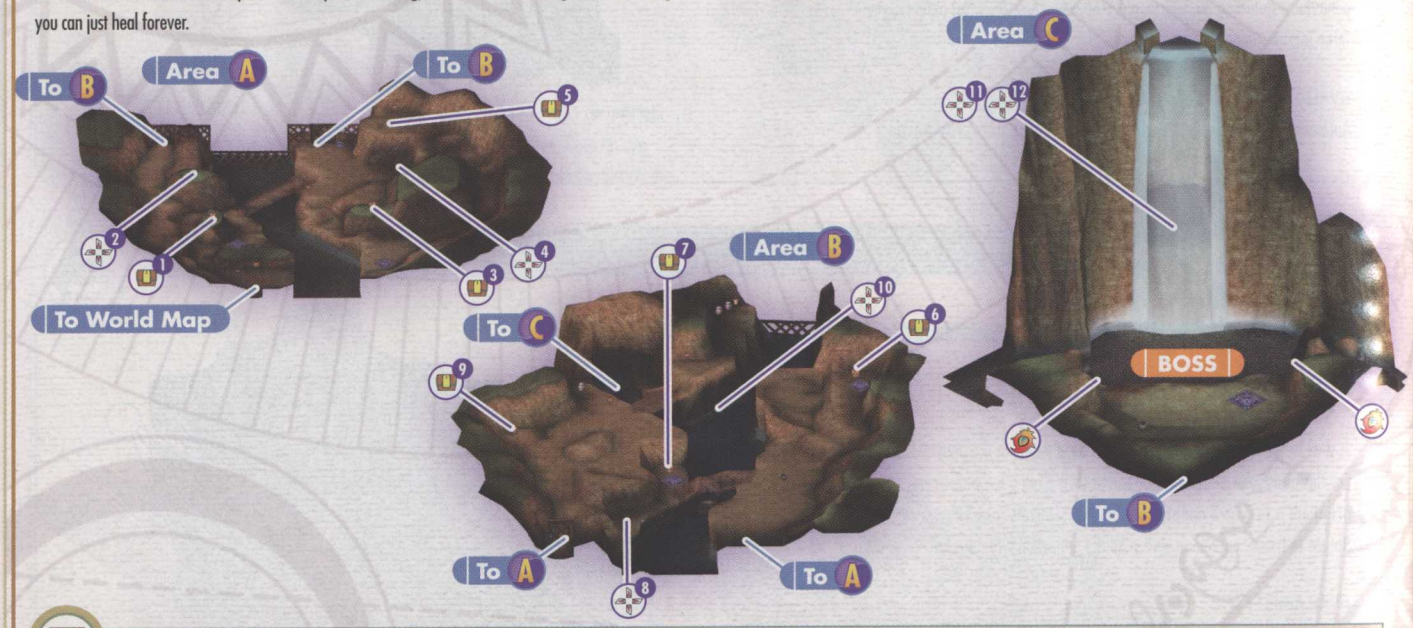
ICON	DESCRIPTION
	Player 3
	Player 4
	Possible Power Up

EXTRAS

RIVER BELLE

River Belle is a small area in the southeast of the World Map that allows you to battle various creatures and even a boss for extra loot and experience. This special area becomes available once you've completed the story mode of the game. River Belle is laden with poison, so your initial goal when entering the area is to look for the Urn and find the Purple Plate. The poison is strong, and its constant damage isn't something you can just heal forever.

This area hosts water-dwelling Sahagin, Cockatrices, Adamantoises, Mus, Goblins, and even Mimics. Though the area is filled with danger, it is also filled with a good amount of treasure. Treasure chests abound, as well as Buried Treasure spots, so this is a good place to spend some time once you've completed the story mode of the game.



AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	Goblin Ring	20%	Blessed Ring	20%	200 Gil	60%	—	—
		N H V	Gambler's Hat	20%	Warrior's Heart	20%	550(1100) Gil	60%	—	—
	2	N H V	Scratch Cards 15-12	80%	Scratch Cards 15-13	80%	—	—	—	—
		N H V	Scratch Cards 15-12	100%	Scratch Cards 15-13	100%	—	—	—	—
	3	N H V	Fortune Fluorite	29%	Spirit Moonstone	29%	200 Gil	42%	—	—
		N H V	Fortune Fluorite	29%	Spirit Moonstone	29%	550(1100) Gil	42%	—	—
	4	N H V	Scratch Cards 15-11	80%	—	—	—	—	—	—
		N H V	Scratch Cards 15-11	100%	Scratch Cards 05-06	80%	—	—	—	—
	5	N H V	Noble Knight Mallet	10%	Karma Bow	10%	Seven-Prong Sword	5%	200 Gil	75%
		N H V	Tiamat Crunch	10%	Homerun Slugger	10%	Ragnarok	10%	550(1100) Gil	70%
B	6	N H V	Unicorn Horn	10%	Jingle Bell	10%	Festival Fan	10%	200 Gil	70%
		N H V	Robot Howitzer	10%	Bastet Staff	10%	Dragon Tusk	10%	550(1100) Gil	70%
	7	N H V	Goblin Ring	20%	Blessed Ring	20%	200 Gil	60%	—	—
		N H V	Gambler's Hat	20%	Warrior's Heart	20%	550(1100) Gil	60%	—	—
	8	N H V	Scratch Cards 15-16	80%	—	—	—	—	—	—
		N H V	Scratch Cards 15-16	100%	—	—	—	—	—	—
	9	N H V	Quickener	21%	Planter	21%	Gil Mania	12%	200 Gil	46%
		N H V	Quickener	21%	Planter	21%	Gil Mania	12%	550(1100) Gil	46%
	10	N H V	Scratch Cards 15-14	80%	Scratch Cards 15-15	80%	—	—	—	—
		N H V	Scratch Cards 15-14	100%	Scratch Cards 15-15	100%	—	—	—	—
C	11	N H V	Scratch Cards 15-17	80%	Scratch Cards 15-18	80%	—	—	—	—
		N H V	Scratch Cards 15-17	100%	Scratch Cards 15-18	100%	—	—	—	—
	12	N H V	DEF Drops	25%	—	—	—	—	—	—

CRAB

Once you make it past the first two areas filled with monsters, you reach the boss. Make sure you are ready to take him on before entering his domain. This humongous crab is nobody's dinner! As with the other areas, make sure you grab the Urn and place it on the plate as soon as you enter to protect against the poison damage.

Attack the Crab from the back and sides as much as possible to avoid his wicked claw and stunning head bash move. Keep yourself and your party healed at all times. The boss likes to jump up into the air and land on you, squishing you with his bulk which can quickly KO you if you aren't prepared. Watch for its shadow and move quickly to avoid this. This is a challenging fight and one for which you should call on your best party members with the strongest equipment. If you should need them, there are two Phoenix Downs in the pool. Though the fight is difficult, the boss always drops at least one Scroll, so it is well worth your effort.

GIANT CRAB DROP TABLE

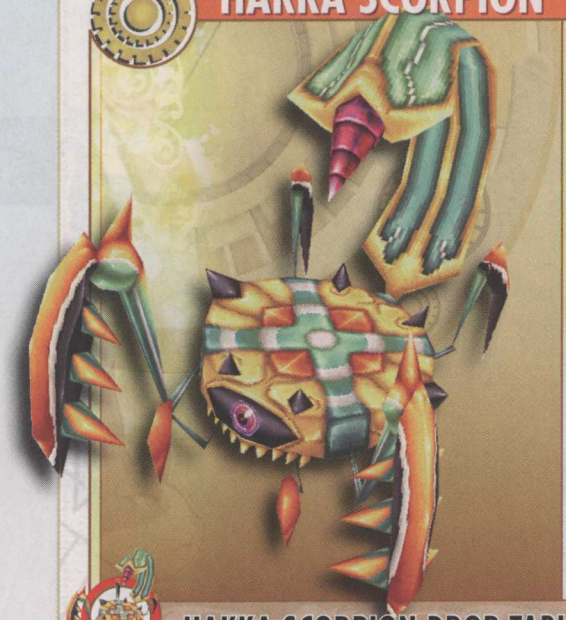
DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Giant Crab Shell	50%	Giant Crab Shell	50%	Black Silver	50%	White Silver	50%
	2	Noble Knight Mallet	19%	Karma Bow	19%	Seven-Prong Sword	13%	200 Gil	49%
	3	Unicorn Horn	18%	Jingle Bell	18%	Festival Fan	18%	200 Gil	46%
	4	Creature Head	50%	Creature Suit	50%	Black Gold	25%	Platinum	25%
	5	Sei Gem	30%	Ki Gem	27%	Sui Gem	23%	Ko Gem	20%
	6	200 Gil	25%	200 Gil	25%	200 Gil	25%	200 Gil	25%
H V	1	Gambler's Hat	50%	Warrior's Heart	50%	Giant Crab Shell	10%	Giant Crab Shell	10%
	2	Robot Howiter	15%	Homerun Slugger	15%	Ragnarok	13%	550(1100) Gil	57%
	3	Tiamat Crunch	15%	Bastet Staff	15%	Dragon Tusk	15%	550(1100) Gil	55%
	4	Ultimite	25%	Adamantite	25%	Old Sword	12%	550(1100) Gil	38%
	5	Kurenai	40%	Shisui	30%	Murasaki	20%	Ryoko	10%
	6	550(1100) Gil	25%	550(1100) Gil	25%	550(1100) Gil	25%	550(1100) Gil	25%

BONUS BOSSES

For a special challenge, revisit the library. A warp hole forms after you have conquered the four Dark Elements in the entryway. Gather all of your characters onto it to be transported to the rare books room. Place a **Book** on the **Lectern** when you are ready to face a boss! Players familiar with *Final Fantasy Crystal Chronicles: Ring of Fates* will recognize these foes. Each Book transports you to a separate boss battle. Progress through these skirmishes to reveal more Books. You are transported back to the rare books room at the end of each battle, but your HP and MP are not automatically set back to full the way they usually are when you completely leave an area. Make use of the Recovery items around the battlefield or those dropped by bosses before returning to the rare books room to face the next battle. Don't worry though, if your health is too low to battle, just leave the rare books room and save your game in the Library or in Town. You will only have to fight the four Dark Elements to get back to the rare books room, where all the books you've unlocked await. For an in-depth look at each of these foes, check out the Bestiary in the Data section of this guide.

1. Hakka Scorpion
2. Babby Behemoth
3. Zu
4. Angry Flower
5. Dragon
6. Lich
7. Cu Chaspel
8. Great Galdes

HAKKA SCORPION



This overgrown bug is ready to squish you! It has a wicked fast claw swipe that can take out anyone standing in front of it. The Scorpion moves around a lot, so stay on your toes and move to the side or back to attack as much as possible. This bug also has a powerful eyebeam that blasts anything in front of it. It can also charge up its stinger and drive it into the ground, which does quite a bit of damage if it hits you. However, the stinger becomes stuck in place for a few seconds after performing this move.

Like every boss, it has a weak spot, and this one is in the most obvious place—the stinger! Jump up onto the Scorpion's back and let the stinger have it, or wait until it drives it into the ground for easier access. A good chain of attacks goes a long way towards taking this beast down. Locate the Treasure Chests in the corners if you find yourself in need; they contain Recovery items. Even if you don't need them during the battle, take advantage of them before returning to the rare books room.

HAKKA SCORPION DROP TABLE

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Scorpion Shell	100%	Scorpion Eye	100%	Scorpion Shell	25%	Scorpion Eye	25%
	2	Sei Gem	29%	Ki Gem	29%	120 Gil	23%	120 Gil	23%
	3	120 Gil	100%	120 Gil	100%	120 Gil	100%	120 Gil	100%
H V	1	Scorpion Shell	100%	Scorpion Eye	100%	Scorpion Shell	50%	Scorpion Eye	50%
	2	Ko Gem	33%	Ran Gem	28%	Haku Gem	22%	Kurenai	17%
	3	410(820) Gil	100%	410(820) Gil	100%	410(820) Gil	100%	410(820) Gil	100%

BABY BEHEMOTH

While there are no Recovery items available for this fight, the Baby Behemoth is less challenging than the other bosses you face—luckily. Of course, that doesn't mean it isn't dangerous! Watch out for its fiery breath as you bring your melee party members within range. When you see the beast rear up on its hind legs, it is getting ready to stomp on you! Quickly move away to avoid this damage. Offensive spells make it flip over onto its back, exposing its soft underbelly. When this happens, focus your attacks on this weak spot to take off good-sized chunks of his HP. If you are planning on reading more of the rare books without saving, conserve your MP during this fight as much as possible while also keeping your HP up.

BABY BEHEMOTH DROP TABLE

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Behemoth Horn	100%	Behemoth Claw	100%	Behemoth Horn	25%	Behemoth Claw	25%
	2	Sei Gem	30%	Ki Gem	27%	Sui Gem	23%	140 Gil	20%
	3	140 Gil	100%	140 Gil	100%	140 Gil	100%	140 Gil	100%
H V	1	Behemoth Horn	100%	Behemoth Claw	100%	Behemoth Horn	50%	Behemoth Claw	50%
	2	Ko Gem	32%	Ran Gem	26%	Kurenai	21%	Haku Gem	21%
	3	440(880) Gil	100%	440(880) Gil	100%	440(880) Gil	100%	440(880) Gil	100%

ZU

This vicious bird is a challenging foe and can be a pain, as many flying enemies are. Use Blizzard magic on it or Gravity to get it to come down to your level and fight. Zu often swoops down to attack and sometimes dives beak first into the ground, damaging anyone nearby. When this happens, aim for the red patch on the top of its head; this is its weak spot! However, this tactic is not without danger. After you've gotten in a few good hits, Zu takes off and flies upside down, knocking you off. Freeze the bird to give you a few more seconds to pummel the red patch.

You can jump up and hang onto Zu and perform Hanging Attacks, but this bird is no dodo! It flies over the edge of the cliff and knocks you off into the chasm below if you give it the chance. Lure the bird to the center of the battle areas, so that you don't fight too close to the edge where your chain attacks can easily send you over. There are no Recovery items available during this battle, so spend your MP wisely.

ZU DROP TABLE

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Garuda Talon	100%	Garuda Feather	100%	Garuda Talon	25%	Garuda Feather	25%
	2	Sei Gem	29%	Sui Gem	26%	Ki Gem	26%	150 Gil	19%
	3	150 Gil	100%	150 Gil	100%	150 Gil	100%	150 Gil	100%
H V	1	Garuda Talon	100%	Garuda Feather	100%	Garuda Talon	50%	Garuda Feather	50%
	2	Ran Gem	46%	Haku Gem	29%	Kurenai	21%	Shisui	14%
	3	470(940) Gil	100%	470(940) Gil	100%	470(940) Gil	100%	470(940) Gil	100%

ANGRY FLOWER

This ferocious flower doesn't like adventurers encroaching in its garden, and it is ready to weed you out! The red foliage surrounding the plant is poisonous, so stay within its circle. This flower can send out poison spores, so be ready to Clear it off of your party members to avoid unnecessary damage. It can also Stun anyone within melee range, as well as inflict Gravity and send out Flower Buds to attack you. Destroy them to gain Recovery items and force the flower to open its petals.

When its petals are folded closed, the Flower is quite well-armored, protecting its weak spot in the center. When the Flower opens up, you can jump up on the petals to access this weak spot more easily. While attacking, don't let your health get too low, because the Angry Flower can rapidly spin its petals and knock you off. Once you can attack the weak spot, the battle is soon yours! Use the Recovery items here before moving on.

ANGRY FLOWER DROP TABLE

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Carniflower Seed	100%	Carniflower Fluid	100%	Carniflower Seed	25%	Carniflower Fluid	25%
	2	Sei Gem	32%	Ki Gem	29%	Sui Gem	25%	Ko Gem	14%
	3	160 Gil	100%	160 Gil	100%	160 Gil	100%	160 Gil	100%
H V	1	Carniflower Seed	100%	Carniflower Fluid	100%	Carniflower Seed	50%	Carniflower Fluid	50%
	2	Ran Gem	33%	Haku Gem	27%	Kurenai	20%	Shisui	20%
	3	490(980) Gil	100%	490(980) Gil	100%	490(980) Gil	100%	490(980) Gil	100%

DRAGON

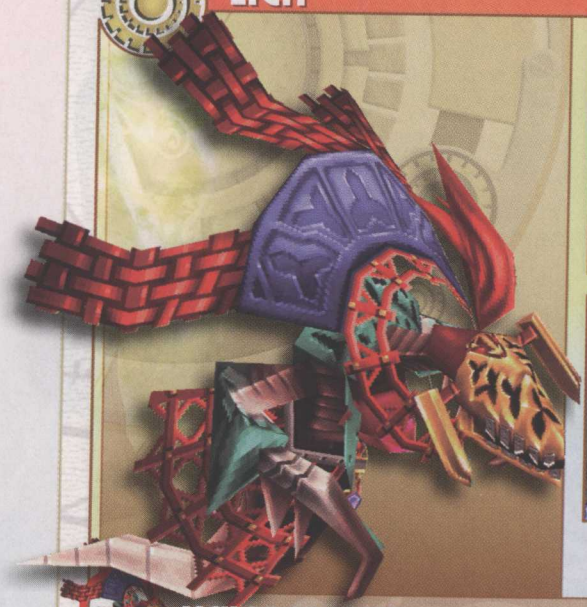
This scaly monstrosity is as foul-tempered as nearly every dragon seems to be. Watch out for his teeth and the spikes on his face, which deal out the damage when he attacks. This hulking reptile also stomps around, stunning any nearby foes. Stick to side and back attacks as much as possible and use Blizzard on the monster to get your licks in with no interference.

The Dragon is heavily armored, and you need to focus on his weak spot at the tip of his tail to take him down. However, this tail isn't defenseless, and you'll need to keep an eye out for the beam that shoots out of it. If you see the tail start to glow, back off! You've got plenty of room to move around during this battle, so if you need to back off a bit to Cure or Raise, use the space to do so. There are no Recovery items here, so manage your MP well, making sure your party is healed.

DRAGON DROP TABLE

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Executioner Mask	100%	Dragon Scale	25%	Dragon Horn	25%	Executioner Mask	25%
	2	Sui Gem	23%	Ko Gem	20%	170 Gil	30%	170 Gil	27%
	3	170 Gil	100%	170 Gil	100%	170 Gil	100%	170 Gil	100%
H V	1	Dragon Scale	100%	Dragon Scale	50%	Dragon Horn	50%	Executioner Mask	50%
	2	Haku Gem	37%	Kurenai	27%	Shisui	18%	Murasaki	18%
	3	510(1020) Gil	100%	510(1020) Gil	100%	510(1020) Gil	100%	510(1020) Gil	100%

LICH



The undead tend to be a bit cranky, and the Lich is no exception. This monster is a tough foe and not to be taken lightly. When the battle begins, the Lich is like other Dark foes, and you must use your Recovery magic to force it out of the shadows. Being a creature of darkness, the Lich is susceptible to Holy magic. The Lich can cast Poison and Gravity on you; while the Gravity isn't a huge hindrance, Clear the Poison right away. There are no Recovery items available during this battle, so you must spend your MP wisely.

Without a doubt, the ability to cast Doom is the most dangerous ability of the Lich. For characters afflicted with this, a counter appears over their head counting down from ten. Once it reaches zero, the character instantly dies. Doom must be cleared as soon as it is inflicted. The best course of action is to not get it in the first place. When the Lich begins casting it, a large vortex of dark matter appears in its hands. Back away as soon as you see this to avoid this potentially battle-ending affliction. The Lich's weak spot is located on its chest, so jump up there and give it all you've got with regular and chain attacks.

LICH DROP TABLE

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Bloodied Rag	100%	Old Hellish Iron	100%	Bloodied Rag	25%	Old Hellish Iron	25%
	2	Sei Gem	30%	Ki Gem	26%	Ko Gem	22%	Sui Gem	22%
	3	200 Gil	100%	200 Gil	100%	200 Gil	100%	200 Gil	100%
H V	1	Bloodied Rag	100%	Old Hellish Iron	100%	Bloodied Rag	50%	Old Hellish Iron	50%
	2	Haku Gem	37%	Kurenai	27%	Shisui	18%	Murasaki	18%
	3	520(1040) Gil	100%	520(1040) Gil	100%	520(1040) Gil	100%	520(1040) Gil	100%

CU CHASPEL

This strange masked foe puts up quite a fight! He rises into the air to cast spells, and can afflict you with Poison or plunge you into Darkness. In either case, make sure you Clear the affliction right away. When he finishes casting, this sinister figure charges downward, stunning his target as he hits the ground. He stays on the ground for a few seconds, so use this time to hit him hard and fast.

As if one foe weren't bad enough, Cu Chaspel creates two copies of himself after losing a third of his health. When this happens, defeat the copies to gain Recovery items. Watch your health and avoid his magic to win the day!

CU CHASPEL DROP TABLE

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Secret Scroll	100%	Secret Scroll	100%	Secret Scroll	25%	Secret Scroll	25%
	2	Sei Gem	30%	Ki Gem	26%	Ko Gem	22%	Sui Gem	22%
	3	200 Gil	100%	200 Gil	100%	200 Gil	100%	200 Gil	100%
H V	1	Secret Scroll	100%	Secret Scroll	100%	Secret Scroll	50%	Secret Scroll	50%
	2	Haku Gem	35%	Kurenai	26%	Murasaki	22%	Shisui	17%
	3	530(1060) Gil	100%	530(1060) Gil	100%	530(1060) Gil	100%	530(1060) Gil	100%

GREAT GALDES

The final challenge of the rare books room pits you against Great Galdes. This battle is the most challenging one yet, so be sure you are prepared before placing the Book on the Lectern. Great Galdes surrounds himself with Red Crystals, which cast a variety of offensive spells. Their spells can be overwhelming when too many are in play. Take them down to give yourself a fighting chance and to gain Recovery items.

Galdes himself possesses a strong beam attack. When you see him begin to charge up, get to the side or back. He also can rain crystals down upon you, which damage and Stun you. Focus your attacks on the spikes running around the edge of Galdes' dais. A red gem becomes visible in his chest once you've destroyed all the spikes. This is his weak spot, as well as your most likely shot to win. Without exposing this spot, Great Galdes doesn't take much damage, and his damage output far outweighs what you can usually dish out. Keep an eye on your health at all times, be ready to switch between characters often to keep everyone up, and use Clear when necessary.

GREAT GALDES DROP TABLE

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Wandering Soul	100%	Wandering Soul	100%	Wandering Soul	25%	Wandering Soul	25%
	2	Noble Knight Mallet	35%	Karma Bow	35%	Seven-Prong Sword	30%	200 Gil	75%
	3	Unicorn Horn	30%	Jingle Bell	30%	Festival Fan	30%	200 Gil	75%
	4	Impersonator's Mask	50%	White Gold	50%	Black Gold	50%	200 Gil	75%
	5	Sei Gem	30%	Ki Gem	26%	Ko Gem	22%	Sui Gem	22%
	6	200 Gil	100%	200 Gil	100%	200 Gil	100%	200 Gil	100%
H V	1	Gambler's Heart	25%	Warrior's Heart	25%	Wandering Soul	50%	Wandering Soul	50%
	2	Robot Howitzer	25%	Homerun Slugger	25%	Ragnarok	25%	550(1100) Gil	75%
	3	Tiamat Crunch	25%	Bastet Staff	25%	Dragon Tusk	25%	550(1100) Gil	75%
	4	Adamantite	25%	Ultimite	25%	550(1100) Gil	38%	550(1100) Gil	12%
	5	Haku Gem	33%	Kurenai	25%	Murasaki	25%	Shisui	17%
	6	550(1100) Gil	100%	550(1100) Gil	100%	550(1100) Gil	100%	550(1100) Gil	100%

MERCENARIES

While the Adventurers' Guild allows you to create new party members to join your band for free, in some sense you get what you pay for. Mercenaries come with requirements, either of gil, hours played, or something else, but they can be great additions to your party. The information below lists the mercenaries you can hire, along with their requirements and other relevant information. Note that any stat listed for max level is listed for having the base equipment only and can change depending on your equipment.

GERALD

Tribe: Clavat | Gender: Male

STARTING	LEVEL	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
	12	177	135	255	142	42	29

	FIRE	ICE	THUNDER	STUN	SPACETIME	DARK
ATK	304	304	304	20	402	304
DEF	307	307	307	35	307	307

MAX	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
	514	448	999	331	216	203

STARTING EQUIPMENT

Septentrio Blade, Berserk Mask, Royal Armor, Guard Ring

STARTING ABILITIES

Sword Charge, Magic Stack 3

ACQUISITION

Speak with Gerald on the World Map after starting a new game on Hard mode and having killed 1000 monsters.

AMENHART

Tribe: Yuke | Gender: Male

STARTING	LEVEL	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
	45	213	388	121	143	157	469

	FIRE	ICE	THUNDER	STUN	SPACETIME	DARK
ATK	201	201	147	192	196	152
DEF	239	239	190	163	195	195

MAX	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
	321	658	229	251	334	999

STARTING EQUIPMENT

Bookworm's Hammer, Scholar's Hood, Steward's Suit, Magic Ring

STARTING ABILITIES

Magic Stack 3, Staff Charge, Magic Stack 4, Ring Lock 2, Charge Guard, Magic Stack 5, Guard Counter

ACQUISITION

Collect all the rare Scratch Cards and speak to Amenhart near the Scratch Card Stall after completing the bridge.

DEL DEE

Tribe: Selkie | Gender: Male

STARTING	LEVEL	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
	30	128	146	223	191	170	168

	FIRE	ICE	THUNDER	STUN	SPACETIME	DARK
ATK	99	121	99	117	92	126
DEF	112	101	112	146	91	124

MAX	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
	217	354	568	536	515	513

STARTING EQUIPMENT

Zantetsu, Red Mage Hat, Red Mage Cloak, Mind Ring

STARTING ABILITIES

Paddle Charge, Paddle Chain 2, Bow Charge, Paddle Chain 3, Three-way Shot, Magic Stack 3

ACQUISITION

You can find Del Dee near the library after your second visit to the ruins. You must have 5,000 gil in order to recruit him.

URUHA

Tribe: Yuke | Gender: Female

STARTING	LEVEL	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
	50	214	450	164	124	418	164

	FIRE	ICE	THUNDER	STUN	SPACETIME	DARK
ATK	271	271	212	157	266	222
DEF	214	214	160	182	165	165

MAX	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
	361	695	262	173	825	326

STARTING EQUIPMENT

Reaper's Scythe, Sniper's Eye, Gambler's Gear, Magic Ring

STARTING ABILITIES

Magic Stack 3, Staff Charge, Magic Stack 4, Ring Lock 2, Charge Guard, Magic Stack 5, Guard Counter

ACQUISITION

After completing the game on Normal, you can find Uruha standing on top of the bridge in the town entrance where she asks you to find her. To reveal this mercenary, go out to the World Map and find the Buried Treasure spot between the last two of the more solitary trees, just outside the forest (approximately halfway between Aqueducts Entrance 1 and the Village, on the tan ground.)

KOO EL

Tribe: Selkie | Gender: Female

	LEVEL	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
STARTING	59	547	552	154	331	121	178

	FIRE	ICE	THUNDER	STUN	SPACETIME	DARK
ATK	12	5	12	577	179	242
DEF	15	4	15	320	178	240

MAX	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
	827	902	194	491	201	298

STARTING EQUIPMENT

Wasp Sting, Assassin's Mask, Assassin's Vest, Mind Ring

STARTING ABILITIES

Paddle Charge, Paddle Chain 2, Bow Charge, Paddle Chain 3, Three-way Shot, Magic Stack 3, Charge Guard, Straight Arrow, Guard Counter, HP +20, Bow Smash, Ring Lock 2, Five-way shot

ACQUISITION

You must be playing multiplayer on Hard mode and have five or more friends on your roster. You can speak to her on the World Map after returning the crystal fragment from the ruins. She may be hard to see on the World Map at times, as she lurks behind the ruins.

RID DEK

Tribe: Lilty | Gender: Male

	LEVEL	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
STARTING	1	28	20	33	57	4	8

	FIRE	ICE	THUNDER	STUN	SPACETIME	DARK
ATK	5	8	8	85	10	3
DEF	4	6	6	35	6	4

MAX	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
	588	344	244	645	102	302

STARTING EQUIPMENT

TWINKLING MACE!, Pot, Steel Corslet, Power Ring

STARTING ABILITIES

None

ACQUISITION

This mercenary is found near the Adventurers' Guild. He becomes available after you have spent more than 100 hours playing the game.

ELEN DOK

Tribe: Lilty | Gender: Female

	LEVEL	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
STARTING	99	325	255	325	263	258	257

	FIRE	ICE	THUNDER	STUN	SPACETIME	DARK
ATK	255	255	255	285	255	255
DEF	255	255	255	275	295	295

MAX	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
	325	255	325	263	258	257

STARTING EQUIPMENT

Dragon Tusk, Pavlov Mask, Pavlov Clothes, Seer Stone

STARTING ABILITIES

Spear Charge, Hammer Charge, Spear Chain 2, Charge Guard, Magic Stack 4, Guard Counter, Spear Chain 3, ATK +5, Spear Smash, Ring Lock 2, Straight Arrow, Paddle Chain 2, Paddle Chain 3, Hammer Chain 3, Critical Hit Boost, Hammer Smash, HP +20, HP +50, ATK +10, Lilty Soul

ACQUISITION

This mercenary stands outside the library after completing Ice Mountain for the first time, and gladly joins you when you play on Very Hard mode.

ALINE

Tribe: Clavat | Gender: Female

	LEVEL	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
STARTING	36	206	256	138	170	200	176

	FIRE	ICE	THUNDER	STUN	SPACETIME	DARK
ATK	260	260	260	123	330	260
DEF	250	250	*250	166	260	336

MAX	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF
	415	445	327	374	452	428

STARTING EQUIPMENT

Graf Besen, Nun's Wimple, Nun's Habit, Guard Ring

STARTING ABILITIES

Sword Charge, Magic Stack 3, Sword Chain 4, Charge Guard, Guard Counter

ACQUISITION

Once you locate the book in the Library which informs you of where the mine is, re-enter the library. From the entrance take the left path, and in the third room you will find a librarian dressed as a nun. Agree to speak with her, and then accept her quest. Head to the Quest Shoppe and complete the quest Monster Mash 2. After completing that quest, return to the library and speak with the librarian again to have her join your party.

COMPARISON CHART

Here is a quick comparison chart if you wish to maximize your party's potential. All the following characters were given the same gear (Wooden Hammer, Traveler's Hair Clip, Travel Clothes, and Power Ring), and are at level 99. Please keep in mind that this is purely based on character stats, which doesn't account for tribe specialties (e.g. Selkie Double Jump, Lilty Lift Strength), abilities, attacks, or pure aesthetics. Also keep in mind that equipment alters stats greatly.

	HP	MP	ATK	DEF	MAGIC ATK	MAGIC DEF	AVG STAT
Aline	415	445	311	326	409	407	385.5
Amenhart	321	658	212	211	327	999	454.7
Del Dee	217	354	519	505	505	498	433.0
Elen Dok	325	255	279	260	255	255	271.5
Gerald	429	374	999	234	206	203	407.5
Koo El	827	902	112	399	201	296	456.2
Rid Dek	588	313	238	639	102	302	363.7
Uruha	361	695	215	115	818	326	421.7
Clavat Generic	528	506	314	323	304	304	379.8
Lilty Generic	606	380	333	310	203	301	355.5
Selkie Generic	446	658	312	209	204	309	356.3
Yuke Generic	401	525	213	207	421	321	348.0

STORY MODES

After you complete the story mode portion of the game, and save it after the credits, you can keep playing on Normal mode, complete various quests, revisit areas, or explore River Belle. When you are ready for another challenge, try out Hard mode. From now on when you start up the game, you are given the choice to begin a new game on Hard. This allows you to keep all of the party members you gained, along with all of your items and experience. The foes you face are also more challenging, but they can drop a higher quality of items. Once you progress all the way through Hard mode, you can give Very Hard a try. You still get to keep all of the items and experience you gained in your first two playthroughs, but the enemies you face are much, much stronger!

WEAPONS

Purchase:
Cost of the items at Ye Compleat Adventurer.
Not all items can be bought there, however.

Scroll:
Where to obtain the Scroll that allows you to custom order the item from Custom Fabrications. Many Scrolls can be purchased at the Shoppe itself, but many others must be hunted down or earned as prizes!

Elements:
Changes to elemental-based stats when equipped. Weapons only affect attack stats, while head and body armor only affect defense stats. Accessories can affect either (and sometimes both).

DEFENDER

FPO

Acquire
Purchase: *600g*
Scroll: *Shoppe (15g)*

Recipe
150g, Iron x3, Copper x3

ATK	DEF	MATK	MDEF
30	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Stamina Stone 1 / Guard Stone 2 / Tiny Pearl d' Luz

Recipe:
The gil and Materials cost to Custom Order the item from Custom Fabrications. Not all items can be Custom Ordered, however.

ATK/DEF/MATK/MDEF:
Base (Level 1) stat increases when the item is equipped. Most equipment is capable of stat improvement by raising levels; the maximum each item's stats can reach is given in parenthesis..

Jewel Slots:
The number of empty Jewel slots on the item.

Pre-Equipped Jewels:
Some items have built-in Jewels for automatic Equipped Bonuses. These cannot be removed by customization.

Equip:
Which tribes/genders can equip the item.

Created Jewels:
What Jewels can be made from the item at Custom Fabrications once they've been properly leveled up. The first Jewel listed is what you get for converting an item at levels 3 through 9, the second is 10 through 19, while the third is for level 20 and up.

WHAT'S IN THE BOX?

Keep in mind that the contents of treasure chests are partially randomized. Scrolls found in chests may not pop up the first time you open a chest, so keep coming back to the area in question to try again!

Though most weapons can be equipped by any race, not all races can make the most use out of each type of weapon. For example, only Selkies can use the paddle-style weapons' charged projectile attack.

SWORDS

Swords are a handy all-around weapon, mixing strength, speed and reach. Many of the more powerful swords can only be equipped by Clavats, however.

AVALON GUARD

Acquire
Scroll: *Shoppe (87g, Hard)*

Recipe
870g, Mythril x5, Protective Shell x1

ATK	DEF	MATK	MDEF
96 (143)	—	—	—

—	—	—	—	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Guard Stone 2 / Anti-Dark Stone 2 / Guard Stone 5t

BAMBOO SWORD

Acquire
Scroll: *Culinary Capers 2 Quest chest, Fragile! 1 Quest*

Recipe
90g, Tree Branch x10, Oak Branch x5, Mu Nose x3

ATK	DEF	MATK	MDEF
15 (100)	3 (5)	—	—

—	—	—	15	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
All

Created Jewels
Bushidore / Vegetarium / Might Malachite: L

BARDICHE

Acquire
Scroll: *Invisible Stalkers 2 Quest*

Recipe
380g, Platinum x3, Gold x2

ATK	DEF	MATK	MDEF
58 (123)	10 (22)	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	*Thunder Stone 1, Albinore*

Equip
All

Created Jewels
Thunder Stone 1 / Albinore / Diamond de Luz

BASTARD SWORD

Acquire
Purchase: 450g
Scroll: Shoppe (12g)

Recipe
120g, Iron x2, Lizard Crest x1

ATK	DEF	MATK	MDEF
23 (120)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Strength Stone 1 / Anti-Zap Stone 3 / Small Citrine

BATTLE AX

Acquire
Purchase: 315g
Scroll: Shoppe (8g)

Recipe
80g, Copper x3, Bone x1

ATK	DEF	MATK	MDEF
15 (100)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Monkite / Thunder Stone 3 / Small Citrine

BRAVE SWORD

Acquire
Scroll: Shoppe (49g, Hard)

Recipe
490g, White Silver x5, Lizard Scale x3, Dark Orb x1

ATK	DEF	MATK	MDEF
74 (136)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	Will Stone 1

Equip
All

Created Jewels
Extreme Mania / Guard Stone 4 / Fortune Fluorite: L

BRONZE SWORD

Acquire
Purchase: 10g
Other: Starting equipment (Clavats only)

Recipe
—

ATK	DEF	MATK	MDEF
8 (88)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Vegetarium / Extreme Mania / Guard Stone 6

BUSHIDO SWORD

Acquire
Scroll: Invisible Stalkers 1

Recipe
640g, Steel x5, Bone x3, Yew Branch x5

ATK	DEF	MATK	MDEF
85 (147)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
Clavats only

Created Jewels
Bushidore / Strength Stone 3 / Bushidore

CALIBURN

Acquire
Scroll: Tower Area C chest

Recipe
380g, Black Gold x3, Giant Lizard Floater x1

ATK	DEF	MATK	MDEF
66 (138)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Ebonite

Equip
All

Created Jewels
Guard Stone 1 / Ebonite / Citrine

CLAYMORE

Acquire
Purchase: 1170g
Scroll: Shoppe (30g)

Recipe
300g, White Silver x3, Protective Shell x1

ATK	DEF	MATK	MDEF
52 (134)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Guard Stone 1 / Holy Stone 3 / Small Citrine

COLOSSUS BLADE

Acquire
Scroll: Shoppe (57g, Hard)

Recipe
570g, Black Silver x5, Cockatrice Scale x3, Dark Orb x1

ATK	DEF	MATK	MDEF
78 (145)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Monkite / Anti-Zap Stone 4 / Thunder Stone 6

DARK BLADE

Acquire
Scroll: Shoppe (113g)

Recipe
1130g, Orichalcum x2, Black Gold x3

ATK	DEF	MATK	MDEF
107 (147)	—	—	—

—	—	—	—	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Dark Stone 2 / Thunder Stone 4 / Dark Stone 5

DEFENDER

Acquire
Purchase: 600g
Scroll: Shoppe (15g)

Recipe
150g, Iron x3, Copper x3

ATK	DEF	MATK	MDEF
30 (120)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Guard Stone 1 / Anti-Zap Stone 4 / Small Citrine

EVIL SLAYER

Acquire
Scroll: Shoppe (64g, Hard)

Recipe
640g, Black Gold x5, Holy Orb x2, White Dust x5

ATK	DEF	MATK	MDEF
82 (142)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Magic Stone 2 / Anti-Zap Stone 4 / Anti-Dark Stone 6

EXCALIBUR

Acquire
Scroll: Death Machine Type Omega Boss (Hard)

Recipe
380g, Adamantite x1, Orichalcum x3

ATK	DEF	MATK	MDEF
122	—	—	—

—	—	—	5	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Ebonite

Equip
All

Created Jewels
Ebonite / Berserk Eye / Citrine

Acquire
Purchase: 525g
Scroll: Shoppe (14g)

Recipe
140g, Iron x3, White Dust x3, One-Eye Wing x1

ATK	DEF	MATK	MDEF
26 (116)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Anti-Zap Stone 1 / Assassinite / Tiny Pearl de Luz

Acquire
Scroll: Hunt the Hidden 2 Quest

Recipe
330g, Magician's Soul x1, Curious Petal x5, Black Gold x3

ATK	DEF	MATK	MDEF
58 (143)	—	—	5 (10)

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
Clavats only

Created Jewels
Fruity Nugget / Gil Mania / Fortune Fluorite: L

FLAMETONGUE

Acquire
Purchase: 765g
Scroll: Shoppe (20g)

Recipe
200g, Silver x2, Red Stone x1

ATK	DEF	MATK	MDEF
37 (129)	—	—	—

5	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fire Stone 1 / Anti-Burn Stone 3 / Small Citrine

GIGANTAXE

Acquire
Scroll: Forest 2 Area E chest (Hard)

Recipe
1330g, Adaman Shell x5, Buffasaur Horn x1, One-Eye Wing x5

ATK	DEF	MATK	MDEF
109 (149)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
Clavats only

Created Jewels
Guard Stone 1 / Stamina Stone 3 / Will Stone 5

GREAT AX

Acquire
Purchase: 1650g (Hard)
Scroll: Shoppe (42g, Hard)

Recipe
420g, Iron x5, Yew Branch x2, Bone x2

ATK	DEF	MATK	MDEF
71	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Guard Stone 2 / Draconium / Guard Stone 5

GRINDER

Acquire
Scroll: Ice Mountain 2 Area F chest (Hard)

Recipe
770g, Mythril x3, White Silver x3

ATK	DEF	MATK	MDEF
86 (138)	5	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	Guard Stone 2

Equip
All

Created Jewels
Guard Stone 2 / Draconium / Wild Eye

HATCHET

Acquire
Purchase: 225g
Scroll: Shoppe (6g)
Other: Scratch Card 16-09

Recipe
60g, Copper x1, Tree Branch x3

ATK	DEF	MATK	MDEF
12 (102)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Vegetarium / Guard Stone 3 / Small Citrine

HERO'S SWORD

Acquire
Purchase: 840g
Scroll: Shoppe (21g)

Recipe
210g, Black Silver x1, Cockatrice Scale x1, Green Fay Dust x3

ATK	DEF	MATK	MDEF
41 (131)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Will Stone 1 / Guard Stone 3 / Tiny Diamond de Luz

ICE BRAND

Acquire
Purchase: 720g
Scroll: Shoppe (18g)

Recipe
180g, Silver x2, Blue Stone x1

ATK	DEF	MATK	MDEF
34 (126)	—	—	—

—	5	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Ice Stone 1 / Anti-Frost Stone 3 / Small Citrine

IRON SWORD

Acquire
Purchase: 375g
Scroll: Shoppe (10g)

Recipe
100g, Iron x1, Mu Nose x2

ATK	DEF	MATK	MDEF
19 (114)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Might Malachite / Wild Eye / Small Citrine

KOTETSU

Acquire
Scroll: Shoppe (79g, Hard)

Recipe
790g, Steel x5, Black Gold x6

ATK	DEF	MATK	MDEF
93 (150)	—	—	—

—	—	—	5	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Assassinite / Fortune Fluorite / Big Charjade

LAEVATEINN

Acquire
Scroll: Library 2 Mimic (Hard)

Recipe
940g, Black Gold x6, Black Silver x6, Dark Dust x6

ATK	DEF	MATK	MDEF
100 (150)	—	—	—

—	—	—	—	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
Clavats only

Created Jewels
Anti-Dark Stone 2 / Guard Stone 2 / Ebonite

LEGENDARY SWORD

Acquire
Scroll: *Fire Mountain Area F chest (Hard)*

Recipe
940g, Copper x10, Adaman Tusk x1

ATK	DEF	MATK	MDEF
94 (139)	5 (10)	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Stamina Stone 2

Equip
All

Created Jewels
Stamina Stone 2 / Guard Stone 3 / Anti-Time Stone 5

LIGHT BLADE

Acquire
Scroll: *Shoppe (36g)*

Recipe
360g, Adamantite x3, Platinum x1, Grain of Light x5

ATK	DEF	MATK	MDEF
63 (140)	—	—	—

—	—	—	5	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Holy Stone 1 / Wisdonium / Pearl de Luz

MAID BLADE

Acquire
Scroll: *Shoppe (34g)*

Recipe
340g, Black Gold x2, White Silver x3, Seraph Dust x1

ATK	DEF	MATK	MDEF
60 (142)	—	—	—

—	—	—	—	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fortune Fluorite / Gil Mania / Fortune Fluorite: L

MYTHRIL SWORD

Acquire
Scroll: *Shoppe (72g, Hard)*

Recipe
720g, Mythril x2, Chimera Blood x2

ATK	DEF	MATK	MDEF
89 (144)	—	—	—

—	—	—	5	5	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Stone 2 / Guard Stone 4 / Holy Stone 5

OGRE AX

Acquire
Scroll: *Shoppe (150g, Hard)*

Recipe
1500g, Abyssian x3, Mimic Talon x1, Dark Orb x1

ATK	DEF	MATK	MDEF
118 (160)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Thunder Stone 2 / Guard Stone 4 / Anti-Zap Stone 5

OLD MAN'S SWORD

Acquire
Scroll: *Monster Collector 2 Quest*

Recipe
240g, White Silver x1, Mimic Talon x1

ATK	DEF	MATK	MDEF
39 (116)	10 (22)	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Ecolandum, Gil Mania

Equip
All

Created Jewels
Ecolandum / Gil Mania / Ecolandum

PLATINUM EDGE

Acquire
Scroll: *Shoppe (105g, Hard)*

Recipe
1050g, Orichalcum x1, Platinum x5, Mu Nose x1

ATK	DEF	MATK	MDEF
104 (154)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Will Stone 2 / Anti-Zap Stone 4 / Thunder Stone 5

PRIMEVAL SWORD

Acquire
Scroll: *Forest 2 Area F chest*

Recipe
320g, Black Silver x3, Magic Vase Shard x1

ATK	DEF	MATK	MDEF
54 (134)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Holy Stone 1

Equip
All

Created Jewels
Holy Stone 1 / Guard Stone 3 / Anti-Zap Stone 6

RAGNAROK

Acquire
Scroll: *Cu Chaspel Boss (Hard), River Belle Area A chest (Hard), River Belle Mimic (Hard), Giant Crab Boss (Hard)*

Recipe
1880g, Homunculus Core x1, Old Hellish Iron x1, Old Sword x1

ATK	DEF	MATK	MDEF
50 (162)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Berserk Eye

Equip
Clavats only

Created Jewels
Berserk Eye / Cat Eye / Ryoko

REAPER'S SCYTHE

Acquire
Scroll: *Shoppe (33g)*

Recipe
330g, Black Gold x1, Sulfur Dust x1, Stained Bone x1

ATK	DEF	MATK	MDEF
56 (138)	—	—	—

—	—	—	—	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Dark Stone 1 / Anti-Dark Stone 3 / Big Ecolandum

RUNE AX

Acquire
Purchase: *1095g*
Scroll: *Shoppe (28g)*

Recipe
280g, White Silver x1, Silver x3, Elemental Gem x3

ATK	DEF	MATK	MDEF
48 (130)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Time Stone 1 / Crimsonite / Tiny Diamond de Luz

SEPTENTRIO BLADE

Acquire
Scroll: *Tower Area I chest (Hard)*

Recipe
1800g, Adamantite x1, Element Gem x7

ATK	DEF	MATK	MDEF
116 (143)	5	5	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Spirit Stone 2 / Cat Eye

Equip
All

Created Jewels
Albinore / Cat Eye / Time Stone 5

FEATHER SABER

Acquire
Purchase: 525g
Scroll: Shoppe (14g)

Recipe
140g, Iron x3, White Dust x3, One-Eye Wing x1

ATK	DEF	MATK	MDEF
26 (116)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Anti-Zap Stone 1 / Assassinite / Tiny Pearl de Luz

FINE CUTTER

Acquire
Scroll: Hunt the Hidden 2 Quest

Recipe
330g, Magician's Soul x1, Curious Petal x5, Black Gold x3

ATK	DEF	MATK	MDEF
58 (143)	—	—	5 (10)

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
Clavats only

Created Jewels
Fruity Nugget / Gil Mania / Fortune Fluorite: L

FLAMETONGUE

Acquire
Purchase: 765g
Scroll: Shoppe (20g)

Recipe
200g, Silver x2, Red Stone x1

ATK	DEF	MATK	MDEF
37 (129)	—	—	—

5	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fire Stone 1 / Anti-Burn Stone 3 / Small Citrine

GIGANTAXE

Acquire
Scroll: Forest 2 Area E chest (Hard)

Recipe
1330g, Adaman Shell x5, Buffasaur Horn x1, One-Eye Wing x5

ATK	DEF	MATK	MDEF
109 (149)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
Clavats only

Created Jewels
Guard Stone 1 / Stamina Stone 3 / Will Stone 5

GREAT AX

Acquire
Purchase: 1650g (Hard)
Scroll: Shoppe (42g, Hard)

Recipe
420g, Iron x5, Yew Branch x2, Bone x2

ATK	DEF	MATK	MDEF
71	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Guard Stone 2 / Draconium / Guard Stone 5

GRINDER

Acquire
Scroll: Ice Mountain 2 Area F chest (Hard)

Recipe
770g, Mythril x3, White Silver x3

ATK	DEF	MATK	MDEF
86 (138)	5	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	Guard Stone 2

Equip
All

Created Jewels
Guard Stone 2 / Draconium / Wild Eye

HATCHET

Acquire
Purchase: 225g
Scroll: Shoppe (6g)
Other: Scratch Card 16-09

Recipe
60g, Copper x1, Tree Branch x3

ATK	DEF	MATK	MDEF
12 (102)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Vegetarium / Guard Stone 3 / Small Citrine

HERO'S SWORD

Acquire
Purchase: 840g
Scroll: Shoppe (21g)

Recipe
210g, Black Silver x1, Cockatrice Scale x1, Green Fay Dust x3

ATK	DEF	MATK	MDEF
41 (131)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Will Stone 1 / Guard Stone 3 / Tiny Diamond de Luz

ICE BRAND

Acquire
Purchase: 720g
Scroll: Shoppe (18g)

Recipe
180g, Silver x2, Blue Stone x1

ATK	DEF	MATK	MDEF
34 (126)	—	—	—

—	5	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Ice Stone 1 / Anti-Frost Stone 3 / Small Citrine

IRON SWORD

Acquire
Purchase: 375g
Scroll: Shoppe (10g)

Recipe
100g, Iron x1, Mu Nose x2

ATK	DEF	MATK	MDEF
19 (114)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Might Malachite / Wild Eye / Small Citrine

KOTETSU

Acquire
Scroll: Shoppe (79g, Hard)

Recipe
790g, Steel x5, Black Gold x6

ATK	DEF	MATK	MDEF
93 (150)	—	—	—

—	—	—	5	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Assassinite / Fortune Fluorite / Big Charjade

LAEVATEINN

Acquire
Scroll: Library 2 Mimic (Hard)

Recipe
940g, Black Gold x6, Black Silver x6, Dark Dust x6

ATK	DEF	MATK	MDEF
100 (150)	—	—	—

—	—	—	—	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
Clavats only

Created Jewels
Anti-Dark Stone 2 / Guard Stone 2 / Ebonite

LEGENDARY SWORD

Acquire
Scroll: *Fire Mountain Area F chest (Hard)*

Recipe
940g, Copper x10, Adaman Tusk x1

ATK	DEF	MATK	MDEF
94 (139)	5 (10)	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Stamina Stone 2

Equip
All

Created Jewels
Stamina Stone 2 / Guard Stone 3 / Anti-Time Stone 5

LIGHT BLADE

Acquire
Scroll: *Shoppe (36g)*

Recipe
360g, Adamantite x3, Platinum x1, Grain of Light x5

ATK	DEF	MATK	MDEF
63 (140)	—	—	—

—	—	—	5	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Holy Stone 1 / Wisdonium / Pearl de Luz

MAID BLADE

Acquire
Scroll: *Shoppe (34g)*

Recipe
340g, Black Gold x2, White Silver x3, Seraph Dust x1

ATK	DEF	MATK	MDEF
60 (142)	—	—	—

—	—	—	—	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fortune Fluorite / Gil Mania / Fortune Fluorite: L

MYTHRIL SWORD

Acquire
Scroll: *Shoppe (72g, Hard)*

Recipe
720g, Mythril x2, Chimera Blood x2

ATK	DEF	MATK	MDEF
89 (144)	—	—	—

—	—	—	5	5	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Stone 2 / Guard Stone 4 / Holy Stone 5

OGRE AX

Acquire
Scroll: *Shoppe (150g, Hard)*

Recipe
1500g, Abyssian x3, Mimic Talon x1, Dark Orb x1

ATK	DEF	MATK	MDEF
118 (160)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Thunder Stone 2 / Guard Stone 4 / Anti-Zap Stone 5

OLD MAN'S SWORD

Acquire
Scroll: *Monster Collector 2 Quest*

Recipe
240g, White Silver x1, Mimic Talon x1

ATK	DEF	MATK	MDEF
39 (116)	10 (22)	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Ecolandum, Gil Mania

Equip
All

Created Jewels
Ecolandum / Gil Mania / Ecolandum

PLATINUM EDGE

Acquire
Scroll: *Shoppe (105g, Hard)*

Recipe
1050g, Orichalcum x1, Platinum x5, Mu Nose x1

ATK	DEF	MATK	MDEF
104 (154)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Will Stone 2 / Anti-Zap Stone 4 / Thunder Stone 5

PRIMEVAL SWORD

Acquire
Scroll: *Forest 2 Area F chest*

Recipe
320g, Black Silver x3, Magic Vase Shard x1

ATK	DEF	MATK	MDEF
54 (134)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Holy Stone 1

Equip
All

Created Jewels
Holy Stone 1 / Guard Stone 3 / Anti-Zap Stone 6

RAGNAROK

Acquire
Scroll: *Cu Chaspel Boss (Hard), River Belle Area A chest (Hard), River Belle Mimic (Hard), Giant Crab Boss (Hard)*

Recipe
1880g, Homunculus Core x1, Old Hellish Iron x1, Old Sword x1

ATK	DEF	MATK	MDEF
50 (162)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Berserk Eye

Equip
Clavats only

Created Jewels
Berserk Eye / Cat Eye / Ryoko

REAPER'S SCYTHE

Acquire
Scroll: *Shoppe (33g)*

Recipe
330g, Black Gold x1, Sulfur Dust x1, Stained Bone x1

ATK	DEF	MATK	MDEF
56 (138)	—	—	—

—	—	—	—	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Dark Stone 1 / Anti-Dark Stone 3 / Big Ecolandum

RUNE AX

Acquire
Purchase: *1095g*
Scroll: *Shoppe (28g)*

Recipe
280g, White Silver x1, Silver x3, Elemental Gem x3

ATK	DEF	MATK	MDEF
48 (130)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Time Stone 1 / Crimsonite / Tiny Diamond de Luz

SEPTENTRIO BLADE

Acquire
Scroll: *Tower Area I chest (Hard)*

Recipe
1800g, Adamantite x1, Element Gem x7

ATK	DEF	MATK	MDEF
116 (143)	5	5	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Spirit Stone 2 / Cat Eye

Equip
All

Created Jewels
Albinore / Cat Eye / Time Stone 5

SEVEN-PRONG SWORD

Acquire
Scroll: *River Belle Area A chest*

Recipe
380g, Platinum x7, Oak Branch x7, Mu Nose x7

ATK	DEF	MATK	MDEF
63 (140)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
3	—

Equip
All

Created Jewels
Gil Mania / Extreme Mania / Violence Eye

SOUL DESTROYER

Acquire
Scroll: *Shoppe (132g, Hard)*

Recipe
1320g, Abyssian x3, Dark Orb x1

ATK	DEF	MATK	MDEF
115 (157)	—	—	—

—	—	—	—	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Anti-Dark Stone 1 / Albinore / Berserk Eye

THUNDER HATCHET

Acquire
Scroll: *Shoppe (24g)*

Recipe
240g, Gold x2, Yellow Stone x1

ATK	DEF	MATK	MDEF
45 (135)	—	—	—

—	—	5	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Thunder Stone 1 / Anti-Zap Stone 3 / Tiny Pearl de Luz

TREASURED BLADE

Acquire
Scroll: *Treasure Hunt 2 Quest chest*

Recipe
170g, Iron x2, Little Thorn x3

ATK	DEF	MATK	MDEF
27 (99)	5 (10)	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Charjade

Equip
All

Created Jewels
Charjade / Tiger Eye / Charjade

TROLL HATCHET

Acquire
Purchase: *1500g (Hard)*
Scroll: *Shoppe (38g, Hard)*

Recipe
380g, Copper x5, Little Thorn x3

ATK	DEF	MATK	MDEF
67 (142)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Might Malachite / Guard Stone 4 / Might Malachite: L

ULTIMA WEAPON

Acquire
Scroll: *Neo Larkeicus (Hard)*

Recipe
1800g, Abyssian x3, Adamantite x3, Wandering Soul x2

ATK	DEF	MATK	MDEF
127 (157)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
Clavats only

Created Jewels
Spirit Moonstone / Extreme Mania / Gigas Eye

ZANTETSU

Acquire
Scroll: *Ruins 2 chest*

Recipe
270g, Steel x3, Black Silver x1, Adaman Tusk x1

ATK	DEF	MATK	MDEF
50 (130)	—	—	—

—	—	—	5	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Bushidore

Equip
All

Created Jewels
Bushidore / Holy Stone 3 / Will Stone 6

HAMMERS

Hammers are slow to swing, but they pack a lot of punch! They are also much more likely to stun a struck foe than other weapons. However, a missed swing leaves one much more open to counterattack!

ADAMAN HAMMER

Acquire
Scroll: *Shoppe (36g)*

Recipe
360g, Adamantite x3, Platinum x1, Grain of Light x5

ATK	DEF	MATK	MDEF
70 (157)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Anti-Stun Stone 1

Equip
All

Created Jewels
Anti-Stun Stone 1 / Wisdonium / Ruby

ANCIENT LADLE

Acquire
Scroll: *Forest 2 Area F chest*

Recipe
320g, Black Silver x3, Magic Vase Shard x1

ATK	DEF	MATK	MDEF
58	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Holy Stone 1

Equip
All

Created Jewels
Holy Stone 1 / Strength Stone 3 / Anti-Burn Stone 6

ANGEL'S SPOON

Acquire
Scroll: *Shoppe (34g)*

Recipe
340g, Black Gold x2, White Silver x3, Seraph Dust x1

ATK	DEF	MATK	MDEF
65 (152)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fortune Fluorite / Albinore / Fire Stone 6

BALL O' BOMBS

Acquire
Scroll: *Library 2 Mimic (Hard)*

Recipe
940g, Bomb's Soul x10, Red Orb x5, Flan Goop x5

ATK	DEF	MATK	MDEF
80 (160)	—	10 (22)	—

15	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
3	—

Equip
All

Created Jewels
Anti-Burn Stone 1 / Fire Stone 4 / Crimsonite

BLACK HAMMER

Acquire
Scroll: *Forest 2 Area E (Hard)*

Recipe
1130g, Buffasaur Shell x1, Alchemy Core x5, Stained Bone x5

ATK	DEF	MATK	MDEF
125 (170)	5 (10)	—	—

5	5	5	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	

Equip
All

Created Jewels
Anti-Dark Stone 1 / Dark Stone 3 / Ebonite

BOMB HAMMER

Acquire
Scroll: *Ruins 2 Area E & F chests*

Recipe
270g, Steel x3, Black Silver x1, Bomb's Soul x3

ATK	DEF	MATK	MDEF
55 (142)	—	—	—

5	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Fire Stone 1

Equip
All

Created Jewels
Fire Stone 1 / Fire Stone 3 / Bushidore

BOOKWORM'S HAMMER

Acquire
Purchase: *450g*
Scroll: *Shoppe (12g)*

Recipe
120g, Iron x2, Mu Parchment x2

ATK	DEF	MATK	MDEF
20 (130)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Knowledgium / Anti-Burn Stone 3 / Small Ruby

BULL HAMMER

Acquire
Scroll: *Bridge Mimic (Hard)*

Recipe
1800g, Adamantite x1, Buffasaur Horn x1, Will Stone 3

ATK	DEF	MATK	MDEF
141 (181)	—	—	—

—	—	—	50	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Will Stone 3, Berserk Eye

Equip
All

Created Jewels
Will Stone 2 / Berserk Eye / Strength Stone 5

CHILLED LADLE

Acquire
Purchase: *720g*
Scroll: *Shoppe (18g)*

Recipe
180g, Silver x2, Blue Stone x1

ATK	DEF	MATK	MDEF
34 (134)	—	—	—

—	5	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Ice Stone 1 / Anti-Frost Stone 3 / Small Ruby

EVIL KILLER

Acquire
Scroll: *Shoppe (64g, Hard))*

Recipe
640g, Black Gold x5, Holy Orb x3, White Dust x5

ATK	DEF	MATK	MDEF
92 (159)	—	—	—

—	—	—	50	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Magic Stone 2 / Spirit Stone 3 / Anti-Dark Stone 6

FELSEISEN

Acquire
Scroll: *Aqueducts Entrance 2 Area F chest (Hard)*

Recipe
870g, Mythril x3, Iron x7

ATK	DEF	MATK	MDEF
103 (165)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	

Equip
All

Created Jewels
Strength Stone 2 / Guard Stone 3 / Wild Eye

FIRE MALLET

Acquire
Purchase: *765g*
Scroll: *Shoppe (20g)*

Recipe
200g, Silver x2, Red Stone x1

ATK	DEF	MATK	MDEF
38 (140)	—	—	—

5	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fire Stone 1Anti-Burn Stone 3 / Tiny Rosa Pearl

FORTUNE MALLET

Acquire
Scroll: *Shoppe (79g, Hard)*

Recipe
790g, Steel x5, Yew Branch x5

ATK	DEF	MATK	MDEF
106 (171)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fortune Fluorite / Strength Stone 4 / Big Charjade

GARGOYLE MASHER

Acquire
Scroll: *Fire Mountain 2 Area F chest*

Recipe
940g, Copper x10, Adaman Tusk x1

ATK	DEF	MATK	MDEF
110 (165)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Stamina Stone 2

Equip
All

Created Jewels
Stamina Stone 2 / Anti-Burn Stone 4 / Fire Stone 5

HARTSTEIN

Acquire
Scroll: *Shoppe (49g, Hard)*

Recipe
490g, Silver x5, Lizard Scale x3

ATK	DEF	MATK	MDEF
83 (165)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Monkite / Holy Stone 3 / Strength Stone 5

HEAVY LADLE

Acquire
Purchase: *1500g (Hard)*
Scroll: *Shoppe (38g, Hard)*

Recipe
380g, Copper x5, Little Thorn x3

ATK	DEF	MATK	MDEF
74 (156)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Might Malachite / Anti-Burn Stone 4 / Might Malachite: L

HELL'S SPOON

Acquire
Scroll: *Shoppe (113g, Hard)*

Recipe
1130g, Orichalcum x2, Black Gold x3

ATK	DEF	MATK	MDEF
124 (169)	—	—	—

—	—	—	50	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Dark Stone 2 / Fire Stone 4 / Dark Stone 5

HOMERUN SLUGGER

Acquire
Scroll: *Cu Chaspel Boss (Hard), River Belle Mimic and Giant Crab Boss (Hard), River Belle Area A chest (Hard)*

Recipe
1880g, Bookcase Splinter x1, Behemoth Horn x1, Old Sword x1

ATK	DEF	MATK	MDEF
25 (177)	25	25	25

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
3	—

Equip
All

Created Jewels
Fortune Fluorite / Vegetarium / Ryoko

IRON MALLET

Acquire
Purchase: *375g*
Scroll: *Shoppe (10g)*

Recipe
100g, Iron x1, Mu Nose x2

ATK	DEF	MATK	MDEF
16 (131)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Might Malachite / Wild Eye / Tiny Rosa Diamond

IRON MALLET OF RAGE

Acquire
Scroll: *Invisible Stalkers 3 Quest*

Recipe
380g, Black Gold x3, Black Silver x3

ATK	DEF	MATK	MDEF
67 (142)	10	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Will Stone 1, Strength Stone 3

Equip
All

Created Jewels
Will Stone 1 / Strength Stone 3 / Rosa Pearl

JESTER'S SPOON

Acquire
Scroll: *Tower Area C chest*

Recipe
380g, Platinum x3, Giant Lizard Hide x3

ATK	DEF	MATK	MDEF
73 (153)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fortune Fluorite / Anti-Stun Stone 3 / Rosa Diamond

JEWEL BAT

Acquire
Scroll: *Neo Larkeicus (Hard)*

Recipe
1880g, Abyssian x3, Adamantite x3, Bloodied Rag x2

ATK	DEF	MATK	MDEF
145 (187)	—	—	—

—	—	—	55	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Moonstone / Extreme Mania / Gigas Eye

KING'S SPOON

Acquire
Scroll: *Shoppe (162g, Hard)*

Recipe
1620g, Adamantite x1, Orichalcum x3

ATK	DEF	MATK	MDEF
137 (177)	—	—	—

—	—	—	50	5	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Charjade

Equip
All

Created Jewels
Charjade / Berserk Eye / Ruby

KNIGHT HAMMER

Acquire
Purchase: *840g*
Scroll: *Shoppe (21g)*

Recipe
210g, Black Silver x1, Cockatrice Scale x1, Tortoise Shell x1

ATK	DEF	MATK	MDEF
43 (138)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Will Stone 1 / Strength Stone 3 / Small Ruby

LEGEND LADLE

Acquire
Scroll: *Tower Area I chest*

Recipe
1800g, Ultimite x1, Machine Casing x1, Strength Stone 2

ATK	DEF	MATK	MDEF
135 (175)	10	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Strength Stone 3, Cat Eye

Equip
All

Created Jewels
Strength Stone 3 / Cat Eye / Anti-Burn Stone 5

LOVELY SPOON

Acquire
Scroll: *Hunt the Hidden 2 Quest*

Recipe
330g, Magician's Soul x1, Curious Petal x5, Platinum x3

ATK	DEF	MATK	MDEF
62 (154)	—	10	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
All

Created Jewels
Fruity Nugget / Gil Mania / Fortune Fluorite: L

MIXING MACE

Acquire
Purchase: *1095g*
Scroll: *Shoppe (28g)*

Recipe
280g, White Silver x1, Silver x3, Elemental Gem x3

ATK	DEF	MATK	MDEF
52 (142)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Might Malachite / Monkite / Small Ruby

MYTHRIL LADLE

Acquire
Scroll: *Shoppe (72g, Hard)*

Recipe
420g, Mythril x2, Chimera Blood x2

ATK	DEF	MATK	MDEF
101 (163)	—	—	—

—	—	—	50	5	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Stone 2 / Strength Stone 4 / Holy Stone 5

NOBLE KNIGHT MALLET

Acquire
Scroll: *Cu Chaspel Boss, River Belle Mimic and Giant Crab Boss, River Belle Area A chest*

Recipe
380g, Adaman Shell x5, Skull x5, Oak Branch x5

ATK	DEF	MATK	MDEF
74 (156)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
All

Created Jewels
Strength Stone 1 / Guard Stone 3 / Violence Eye

OGRE STAR

Acquire
Scroll: *Shoppe (150g, Hard)*

Recipe
1500g, Abyssian x3, Mimic Talon x1, Dark Orb x1

ATK	DEF	MATK	MDEF
133 (170)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Strength Stone 2 / Berserk Eye / Fire Stone 5

OGRE'S CLUB

Acquire
Scroll: *Shoppe (33g)*

Recipe
330g, Black Gold x1, Little Thorn x5, Stained Bone x1

ATK	DEF	MATK	MDEF
61 (151)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Strength Stone 1 / Anti-Dark Stone 3 / Big Ecolandum

OLD MAN'S HAMMER

Acquire
Scroll: *Monster Collector 2 Quest*

Recipe
240g, White Silver x1, Mimic Talon x1

ATK	DEF	MATK	MDEF
39 (116)	10	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Ecolandum, Gil Mania

Equip
All

Created Jewels
Ecolandum / Gil Mania / Ecolandum

OMEGA HAMMER

Acquire
Scroll: *Death Machine Type Omega Boss*

Recipe
380g, Machine Casing x1, Alchemy Core x5, Bone x10

ATK	DEF	MATK	MDEF
65 (145)	5 (10)	—	5 (10)

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
All

Created Jewels
Will Stone 1 / Anti-Stun Stone 3 / Tiny Verde Diamond

PLATINUM LADLE

Acquire
Scroll: *Shoppe (105g, Hard)*

Recipe
1050g, Orichalcum x1, Platinum x5, Mu Nose x1

ATK	DEF	MATK	MDEF
119 (161)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Time Stone 2 / Will Stone 4 / Strength Stone 5

RETRIBUTION HAMMER

Acquire
Purchase: *1170g*
Scroll: *Shoppe (30g)*

Recipe
300g, White Silver x3, Little thorn x5, Skull x1

ATK	DEF	MATK	MDEF
56 (146)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Bushidore / Will Stone 3 / Tiny Rosa Pearl

SHOPPER'S HAMMER

Acquire
Scroll: *Shoppe (57g, Hard)*

Recipe
570g, Silver x5, Mu Parchment x3

ATK	DEF	MATK	MDEF
88	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Knowledgium / Anti-Burn Stone 4 / Fire Stone 5

SKULL HAMMER

Acquire
Purchase: *600g*
Scroll: *Shoppe (15g)*

Recipe
150g, Copper x3, Bone x3, Skull x1

ATK	DEF	MATK	MDEF
29 (136)	—	—	—

—	—	—	50	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Dark Stone 1 / Strength Stone 4 / Small Ruby

SPIRIT BASHER

Acquire
Scroll: *Shoppe (132g, Hard)*

Recipe
1320g, Abyssian x3, Dark Orb x1

ATK	DEF	MATK	MDEF
128 (175)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	

Equip
All

Created Jewels
Anti-Dark Stone 1 / Strength Stone 4 / Berserk Eye

THUNDER MACE

Acquire
Purchase: *960g*
Scroll: *Shoppe (24g)*

Recipe
240g, Gold x2, Yellow Stone x1

ATK	DEF	MATK	MDEF
47 (139)	—	—	—

—	—	5	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Thunder Stone 1 / Anti-Zap Stone 3 / Small Ruby

TITUS' FIST

Acquire
Scroll: *Shoppe (87g, Hard)*

Recipe
870g, Mythril x5, Veriaul Alloy x1

ATK	DEF	MATK	MDEF
110 (165)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Strength Stone 2 / Will Stone 4 / Strength Stone 5

TOY HAMMER

Acquire
Purchase: *525g*
Scroll: *Shoppe (14g)*

Recipe
140g, Iron x3, Magic Vase Shard x1

ATK	DEF	MATK	MDEF
25 (125)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Stamina Stone 1 / Assassinite / Tiny Rosa Diamond

TREASURED HAMMER

Acquire
Scroll: *Invisible Stalkers 1 Quest*

Recipe
170g, Iron x2, Little Thorn x3

ATK	DEF	MATK	MDEF
27 (107)	5	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	*Charjade*

Equip
All

Created Jewels
Charjade / Tiger Eye / Charjade

TWINKLING MACE!

Acquire
Purchase: *315g*
Scroll: *Shoppe (8g)*

Recipe
80g, Copper x3, Yellow Stone x1

ATK	DEF	MATK	MDEF
11 (106)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Monkite / Anti-Zap Stone 3 / Small Ruby

WOODEN HAMMER

Acquire
Purchase: *225g*
Scroll: *Shoppe (6g)*

Recipe
60g, Copper x1, Tree Branch x3

ATK	DEF	MATK	MDEF
7 (84)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Vegetarium / Extreme Mania / Strength Stone 6

YEW HAMMER

Acquire
Purchase: *1650g (Hard)*
Scroll: *Shoppe (42g, Hard)*

Recipe
420g, Yew Branch x5, Oak Branch x2, Mu Nose x2

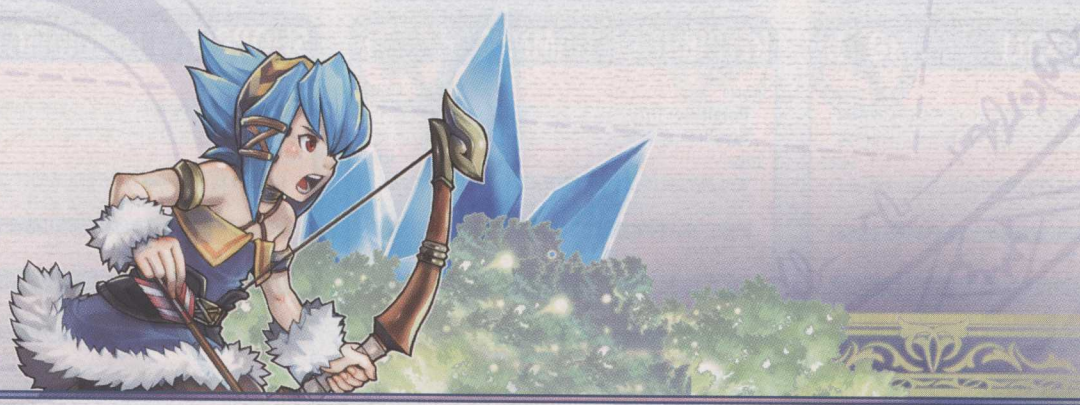
ATK	DEF	MATK	MDEF
79 (156)	—	—	—

—	—	—	50	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Holy Stone 2 / Strength Stone 4 / Anti-Burn Stone 5



BOWS

Bows are perfect for long-range attacks, striking enemies while keeping well out of their reach. They also have a good chance of stunning their target. These advantages are mitigated by a slow rate of fire, however. If an enemy gets close, you can really be in trouble! Bows are best used if you have another player to cover you with a melee weapon.

ABYSS KILLER

Acquire
Scroll: *Shoppe (49g, Hard)*

Recipe
490g, White Silver x5, Lizard Scale x3

ATK	DEF	MATK	MDEF
73 (145)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Magic Stone 2 / Dark Stone 4 / Anti-Dark Stone 5

AEOLIAN BOW

Acquire
Scroll: *Shoppe (64g, Hard)*

Recipe
640g, Platinum x5, Seraph Dust x2, One-Eye Wing x3

ATK	DEF	MATK	MDEF
84 (146)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Quickener / Spirit Stone 4 / Dark Stone 5

ANGEL'S BOW

Acquire
Purchase: *1170g*
Scroll: *Shoppe (30g)*

Recipe
300g, White Silver x3, White Dust x5, Seraph Dust x1

ATK	DEF	MATK	MDEF
51 (133)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Stone 1 / Anti-Dark Stone 4 / Dark Stone 6

ARBALEST

Acquire

Scroll: *Invisible Stalkers 2 Quest*

Recipe

380g, Black Gold x3, Bookcase Splinter x2

ATK	DEF	MATK	MDEF
60 (127)	10 (22)	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Spirit Stone 1, Wisdonium

Equip

All

Created Jewels

Spirit Stone 1 / Wisdonium / Oscura Pearl

ARTEMIS' BOW

Acquire

Scroll: *Tower Area C chest*

Recipe

380g, Platinum x3, White Silver x3

ATK	DEF	MATK	MDEF
64 (134)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Ward Stone 2, Berserk Eye

Equip

All

Created Jewels

Ward Stone 2 / Berserk Eye / Oscura Diamond

BALLISTA

Acquire

Purchase: *1095g*
Scroll: *Shoppe (28g)*

Recipe

280g, White Silver x3, Silver x3, Elemental Gem x3

ATK	DEF	MATK	MDEF
48 (130)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Time Stone 1 / Spirit Stone 3 / Tiny Oscura Pearl

BATTLE SLING

Acquire

Purchase: *1500g (Hard)*
Scroll: *Shoppe (38g, Hard)*

Recipe

380g, Copper x5, Oak Branch x5, Tree Branch x3

ATK	DEF	MATK	MDEF
66 (138)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Spirit Moonstone / Tiger Eye / Spirit Moonstone

BAZOOKA

Acquire

Purchase: *450g*
Scroll: *Shoppe (12g)*

Recipe

120g, Iron x2, Bone x1

ATK	DEF	MATK	MDEF
22 (142)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Guard Stone 1 / Anti-Dark Stone 3 / Tiny Oscura Pearl

CHOCOBOW

Acquire

Scroll: *Shoppe (36g), Scratch Card 08-07*

Recipe

360g, Adamantite x3, Platinum x1, Yellow Feather x5

ATK	DEF	MATK	MDEF
62 (139)	—	—	—

—	—	—	30	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Gil Mania

Equip

All

Created Jewels

Gil Mania / Holy Stone 4 / Morion

DARK BOW

Acquire

Scroll: *Shoppe (113g, Hard)*

Recipe

1130g, Orichalcum x2, Black Gold x3

ATK	DEF	MATK	MDEF
106 (143)	—	—	—

—	—	—	25	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Dark Stone 2 / Will Stone 4 / Dark Stone 5

DECEPTION BOW

Acquire

Scroll: *Bridge Area E chest*

Recipe

1800g, Abyssian x5, Yellow Feather x5, Ebonite x1

ATK	DEF	MATK	MDEF
119 (154)	—	—	—

—	—	—	25	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Berserk Eye

Equip

All

Created Jewels

Ebonite / Berserk Eye / Dark Stone 5

DRAGONEER CANNON

Acquire

Scroll: *Tower Area D chest (Hard)*

Recipe

1800g, Ultimite x1, Lizard Crest x5, Draconium x1

ATK	DEF	MATK	MDEF
115 (147)	—	10	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Draconium, Cat Eye

Equip

All

Created Jewels

Draconium / Cat Eye / Anti-Dark Stone 5

ELFIN BOW

Acquire

Scroll: *Forest 2 Area F chest*

Recipe

320g, White Silver x3, Magic Vase Shard x1

ATK	DEF	MATK	MDEF
54 (134)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Holy Stone 1

Equip

All

Created Jewels

Holy Stone 1 / Spirit Stone 3 / Small Morion

EXORCIST BOW

Acquire

Scroll: *Ruins 2 Areas D and H chests*

Recipe

270g, Steel x3, Black Silver x1, Oak Branch x3

ATK	DEF	MATK	MDEF
50 (130)	—	—	—

—	—	—	25	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Bushidore

Equip

All

Created Jewels

Bushidore / Holy Stone 3 / Will Stone 6

FLAME BOW

Acquire

Purchase: *765g*
Scroll: *Shoppe (20g)*

Recipe

200g, Silver x2, Red Stone x1

ATK	DEF	MATK	MDEF
37 (137)	—	—	—

5	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Fire Stone 1 / Anti-Burn Stone 3 / Small Morion

FROST BOW

Acquire
Purchase: 720g
Scroll: Shoppe (18g)

Recipe
180g, Silver x2, Blue Stone x1

ATK	DEF	MATK	MDEF
33 (130)	—	—	—

—	5	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Ice Stone 1 / Anti-Frost Stone 3 / Small Morion

HERO'S BOW

Acquire
Purchase: 840g
Scroll: Shoppe (21g)

Recipe
210g, Black Silver x1, Cockatrice Scale x1, Green Fay Dust x3

ATK	DEF	MATK	MDEF
40 (130)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Will Stone 1 / Spirit Stone 3 / Tiny Oscura Diamond

HOLY JUDGMENT

Acquire
Scroll: Neo Larkeicus Boss (Hard)

Recipe
1800g, Abyssian x3, Adamantite x3, Secret Scroll x2

ATK	DEF	MATK	MDEF
120 (155)	5	—	5

—	—	—	25	5	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Extreme Mania / Albinore / Snake Eye

IRON BOW

Acquire
Purchase: 375g
Scroll: Shoppe (10g)

Recipe
100g, Iron x1, Mu Nose x2

ATK	DEF	MATK	MDEF
19 (126)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Might Malachite / Wild Eye / Tiny Oscura Diamond

KARMA BOW

Acquire
Scroll: Cu Chaspel Boss, River Belle Mimic & Giant Crab Boss, River Belle Area A chest

Recipe
380g, Oak Branch x10, Adaman Shell x3, Mimic Talon x3

ATK	DEF	MATK	MDEF
65 (145)	—	5	—

—	—	—	25	—	10

JEWEL SLOTS	PRE-EQUIPPED JEWELS
3	—

Equip
All

Created Jewels
Magic Stone 1 / Magic Stone 3 / Dragon Eye

LEOPOLD

Acquire
Purchase: 1650g (Hard)
Scroll: Shoppe (42g, Hard)

Recipe
420g, Iron x5, Yew Branch x2, Skull x2

ATK	DEF	MATK	MDEF
70 (140)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Guard Stone 2 / Anti-Dark Stone 4 / Spirit Stone 5

LONG BOW

Acquire
Purchase: 600g
Scroll: Shoppe (15g)

Recipe
150g, Iron x3, Tree Branch x3, Green Fay Dust x3

ATK	DEF	MATK	MDEF
30 (142)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Ward Stone 1 / Spirit Stone 3 / Tiny Oscura Pearl

LOXLEY BOW

Acquire
Scroll: Shoppe (87g, Hard)

Recipe
870g, Mythril x5, Defense Propeller x1

ATK	DEF	MATK	MDEF
95 (142)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Holy Stone 2 / Charjade / Anti-Dark Stone 5

LUCKY SLING

Acquire
Scroll: Materials Hunt! Quest (Hard)

Recipe
1050g, Yew Branch x10, Abyssian x1, Phoenix Down x1

ATK	DEF	MATK	MDEF
103 (140)	—	—	—

—	—	—	35	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
All

Created Jewels
Fortune Fluorite / Gil Mania / Fortune Fluorite: L

MAID BAZOOKA

Acquire
Scroll: Shoppe (34g)

Recipe
340g, Black Gold x2, White Silver x3, Seraph Dust x1

ATK	DEF	MATK	MDEF
59 (139)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fortune Fluorite / Gil Mania / Fortune Fluorite: L

MYTHRIL BOW

Acquire
Scroll: Shoppe (72g)

Recipe
720g, Mythril x2, Chimera Blood x2

ATK	DEF	MATK	MDEF
88 (143)	—	—	—

—	—	—	25	5	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Stone 2 / Dark Stone 3 / Holy Stone 5

OLD MAN'S BOW

Acquire
Scroll: Monster Collector 2 Quest

Recipe
240g, White Silver x1, Mimic Talon x1

ATK	DEF	MATK	MDEF
38 (113)	10 (22)	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	Ward Stone 2

Equip
All

Created Jewels
Ecolandum / Gil Mania / Ecolandum

PASSION BOW

Acquire

Scroll: *Forest 2 Area E chest (Hard)*

Recipe

1130g, Platinum x3, Red Orb x3, Red Stone x5

ATK	DEF	MATK	MDEF
108 (148)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Fire Stone 2

Equip
All

Created Jewels
Fire Stone 2 / Crimsonite / Spirit Stone 5

PRETTY BOW

Acquire

Scroll: *Monster Mash 2 Quest*

Recipe

330g, Magician's Soul x1, Curious Petal x5, Oak Branch x10

ATK	DEF	MATK	MDEF
57 (142)	—	—	5

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
All

Created Jewels
Fruity Nugget / Gil Mania / Fortune Fluorite: L

RANGER'S BOW

Acquire

Purchase: *525g*
Scroll: *Shoppe (14g)*

Recipe

140g, Iron x3, White Dust x3, One-Eye Wing x1

ATK	DEF	MATK	MDEF
26 (128)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Stone 1 / Assassinite / Small Morion

REAPER'S SLINGSHOT

Acquire

Scroll: *Shoppe (33g)*

Recipe

330g, Black Gold x1, Bone x3, Stained Bone x1

ATK	DEF	MATK	MDEF
55 (137)	—	—	—

—	—	—	25	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Dark Stone 1 / Anti-Dark Stone 3 / Big Ecolandum

RED CHOCOBOW

Acquire

Scroll: *Shoppe (94g, Hard), Scratch Cars 08-08*

Recipe

940g, Yellow Feather x3, Red Orb x5

ATK	DEF	MATK	MDEF
99 (146)	—	—	—

5	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Anti-Burn Stone 2 / Crimsonite / Spirit Stone 5

ROBOT HOWITZER

Acquire

Scroll: *Cu Chaspel Boss (Hard), River Bell Mimic and Giant Crab (Hard), River Belle Area A chest (Hard)*

Recipe

1800g, Machine Cylinder x1, Old Hellish Iron x1, Old Sword x1

ATK	DEF	MATK	MDEF
50 (175)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Hard Garnet / Anti-Stun Stone 3 / Ryoko

SAGITTARIUS' BOW

Acquire

Scroll: *Shoppe (150g, Hard)*

Recipe

1500g, Orichalcum x3, Sahagin Fin x5, Holy Orb x1

ATK	DEF	MATK	MDEF
113 (145)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Holy Stone 2 / Anti-Dark Stone 4 / Spirit Stone 5

SAVE THE QUEEN

Acquire

Scroll: *Shoppe (162g, Hard)*

Recipe

1620g, Adamantite x2, Yellow Feather x5

ATK	DEF	MATK	MDEF
117 (152)	—	—	—

—	—	—	25	5	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Charjade

Equip
All

Created Jewels
Charjade / Holy Stone 4 / Morion

SLINGSHOT

Acquire

Purchase: *315g*
Scroll: *Shoppe (8g)*

Recipe

80g, Tree Branch x3, Oak Branch x2

ATK	DEF	MATK	MDEF
15 (145)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Vegetarium / Dark Stone 3 / Small Morion

SOFT TANK

Acquire

Scroll: *Library 2 Mimic (Hard)*

Recipe

870g, Copper Shard x1, Tortoise Shell x5, Flan Goop x5

ATK	DEF	MATK	MDEF
97 (144)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
All

Created Jewels
Guard Stone 1 / Ward Stone 3 / Hard Garnet: L

SPIDER BOW

Acquire

Scroll: *Lava Spider Boss*

Recipe

110g, Red Stone x10, Lizard Scale x3, Lava Spider Claw x1

ATK	DEF	MATK	MDEF
20 (130)	—	3	3

15	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
All

Created Jewels
Fire Stone 2 / Fire Stone 3 / Tiny Rosa Pearl

THUNDER SLINGSHOT

Acquire

Purchase: *960g*
Scroll: *Shoppe 24(g)*

Recipe

240g, Gold x2, Yellow Stone x1

ATK	DEF	MATK	MDEF
44 (131)	—	—	—

—	—	5	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Thunder Stone 1Anti-Zap Stone 3 / Small Morion

TREASURED BOW

Acquire

Scroll: *Invisible Stalkers 1 Quest chest*

Recipe

170g, Iron x2, Little Thorn x3

ATK	DEF	MATK	MDEF
26 (103)	5	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Charjade

Equip

All

Created Jewels

Charjade / Tiger Eye / Charjade

UR'S BOW

Acquire

Scroll: *Shoppe (57g, Hard)*

Recipe

570g, Black Silver x5, Cockatrice Scale x3

ATK	DEF	MATK	MDEF
77 (134)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Holy Stone 2 / Knowledgium / Spirit Stone 5

WASP STING

Acquire

Scroll: *Acqueducts Entrance 2 Area F chest (Hard)*

Recipe

770g, Mythril x3, Black Silver x5

ATK	DEF	MATK	MDEF
91 (146)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Will Stone 2

Equip

All

Created Jewels

Will Stone 2 / Anti-Dark Stone 4 / Tiger Eye

WHITE SWAN BOW

Acquire

Scroll: *Shoppe (132g, Hard)*

Recipe

1320g, Orichalcum x3, Yellow Feather x3

ATK	DEF	MATK	MDEF
110 (150)	—	—	—

—	5	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Knowledgium / Albinore / Cat Eye

WOODEN BOW

Acquire

Purchase: *225g*

Scroll: *Shoppe (6g)*

Recipe

60g, Copper x1, Tree Branch x3

ATK	DEF	MATK	MDEF
11 (133)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Fruity Nugget / Extreme Mania / Spirit Stone 6

YOICHI'S BOW

Acquire

Scroll: *Shoppe (79g, Hard)*

Recipe

790g, Steel x5, Yew Branch x5

ATK	DEF	MATK	MDEF
92 (149)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Bushidore / Spirit Stone 4 / Big Charjade

STAVES

Staves are comparatively weak melee weapons, but that's not what they're really meant for. They are far better at boosting magical attack power, making your spell-slinging more potent. They are best used to boost the Yukes' inherent magical strength.

ANGEL'S STAFF

Acquire

Scroll: *Shoppe (34g)*

Recipe

340g, Black Gold x2, White Silver x3, Seraph Dust x1

ATK	DEF	MATK	MDEF
29 (66)	—	43 (110)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Fortune Fluorite / Magic Stone 3 / Anti-Time Stone 6

ARIANE ROD

Acquire

Scroll: *Fragile! 2 Quest*

Recipe

640g, Holy Orb x5, Scorpion Eye x1, Alchemy Core x1

ATK	DEF	MATK	MDEF
39 (66)	—	58 (123)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip

Yukes only

Created Jewels

Ward Stone 1 / Magic Stone 3 / Magic Stone 5

BASTET STAFF

Acquire

Scroll: *Cu Chaspel Boss (Hard), River Belle Mimic (Hard), Giant Crab Boss (Hard), River Belle Area A chest (Hard)*

Recipe

1880g, Mage's Gravepost x1, Feline Spirit x5, Old Sword x1

ATK	DEF	MATK	MDEF
25 (65)	—	36 (138)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Berserk Eye

Equip

Yukes only

Created Jewels

Fruity Nugget / Ecolandum / Ryokot

BURNOUT BROOM

Acquire
Scroll: *Neo Larkeicus Boss (Hard)*

Recipe
1800g, Abyssian x3, Adamantite x3, Old Hellish Iron x1

ATK	DEF	MATK	MDEF
59 (71)	—	88 (120)	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
Yukes only

Created Jewels
Extreme Mania / Ebonite / Snake Eye

CANDY CANE

Acquire
Purchase: *225g*
Scroll: *Shoppe (6g)*

Recipe
60g, Copper x1, Tree Branch x3

ATK	DEF	MATK	MDEF
6 (51)	—	9 (109)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fruity Nugget / Time Stone 3 / Small Amethyst

CLOUDSWEEPER BROOM

Acquire
Scroll: *Shoppe (132g, Hard)*

Recipe
1320g, Orichalcum x3, Yew Branch x5

ATK	DEF	MATK	MDEF
53 (70)	—	79 (116)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Anti-Dark Stone 2 / Spirit Stone 4 / Cat Eye

CONTINUITY BELL

Acquire
Scroll: *Tower Areas B and F chests*

Recipe
380g, Black Gold x3, Mage's Gravepost x3

ATK	DEF	MATK	MDEF
30 (62)	—	47 (109)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Magic Stone 1, Time Stone 4

Equip
All

Created Jewels
Magic Stone 1 / Time Stone 3 / Violeta Diamond

CROWLEY BOOK

Acquire
Scroll: *Shoppe (87g, Hard)*

Recipe
870g, Mu Parchment x5, Pink Book x1

ATK	DEF	MATK	MDEF
46 (68)	—	69 (119)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Magic Stone 2 / Wisdonium / Magic Stone 5

DARK STAFF

Acquire
Scroll: *Shoppe (113g, Hard)*

Recipe
1130g, Orichalcum x2, Black Gold x3

ATK	DEF	MATK	MDEF
50 (75)	—	75 (120)	—

—	—	—	—	—	10

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Dark Stone 2 / Time Stone 4 / Dark Stone 5

DIAMOND CHIME

Acquire
Purchase: *450g*
Scroll: *Shoppe (12g)*

Recipe
120g, Iron x2, Bone x1

ATK	DEF	MATK	MDEF
11 (56)	—	16 (106)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Planter / Anti-Time Stone 3 / Tiny Violeta Pearl

EARTH STAFF

Acquire
Purchase: *600g*
Scroll: *Shoppe (15g)*

Recipe
150g, Iron x3, Tree Branch x3, Green Fay Dust x3

ATK	DEF	MATK	MDEF
15 (60)	—	22 (109)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Vegetarium / Planter / Small Amethyst

FINE BROOM

Acquire
Scroll: *Monster Mash 2 Quest*

Recipe
330g, Magician's Soul x1, Curious Petal x5, Oak Branch x10

ATK	DEF	MATK	MDEF
27 (67)	—	42 (119)	5 (10)

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
Yukes only

Created Jewels
Fruity Nugget / Gil Mania / Fortune Fluorite: L

FIRE STAFF

Acquire
Purchase: *765g*
Scroll: *Shoppe (20g)*

Recipe
020g, Silver x2, Red Stone x1

ATK	DEF	MATK	MDEF
18 (63)	—	27 (107)	—

10	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fire Stone 1 / Anti-Burn Stone 3 / Small Amethyst

GRAF BESEN

Acquire
Purchase: *1170g*
Scroll: *Shoppe (30g)*

Recipe
300g, White Silver x3, Oak Branch x3, Moogle Plant x2

ATK	DEF	MATK	MDEF
25 (65)	—	37 (119)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Anti-Time Stone 1 / Crimsonite / Small Amethyst

GRIMOIRE

Acquire
Purchase: *840g*
Scroll: *Shoppe (21g)*

Recipe
210g, Black Silver x1, Mu Parchment x3

ATK	DEF	MATK	MDEF
20 (65)	—	30 (112)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Knowledgium / Magic Stone 3 / Tiny Violeta Pearl

HAYATE STAFF

Acquire
Scroll: *Shoppe (64g, Hard)*

Recipe
640g, Platinum x5, Holy Orb x2, One-Eye Wing x3

ATK	DEF	MATK	MDEF
41 (71)	—	61 (113)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Quickener / Spirit Stone 4 / Big Quickener

ICE STAFF

Acquire
Purchase: *720g*
Scroll: *Shoppe (18g)*

Recipe
180g, Silver x2, Blue Stone x1

ATK	DEF	MATK	MDEF
17 (62)	—	25 (112)	—

—	10	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Ice Stone 1 / Anti-Frost Stone 3 / Small Amethyst

JINGLE BELL

Acquire
Scroll: *Cu Chaspel Boss, River Belle Area B chest, River Bell Mimic, Giant Crab Boss*

Recipe
380g, Platinum x5, Seraph Dust x5, Grain of Light x10

ATK	DEF	MATK	MDEF
30 (62)	—	50 (117)	5 (10)

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
3	—

Equip
All

Created Jewels
Spirit Moonstone / Anti-Frost Stone 4 / Dragon Eye

JUDGMENT STAFF

Acquire
Scroll: *Shoppe (162g, Hard)*

Recipe
1620g, Adamantite x1, Abyssian x3

ATK	DEF	MATK	MDEF
57 (77)	—	85 (127)	—

—	—	5	10	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Charjade

Equip
All

Created Jewels
Charjade / Magic Stone 4 / Amethyst

KITTY STAFF

Acquire
Scroll: *Bridge Mimic (Hard)*

Recipe
1800g, Ultimite x1, Feline Spirit x3

ATK	DEF	MATK	MDEF
55 (67)	—	87 (119)	—

—	—	—	5	5	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Time Stone 3, Fortune Fluorite

Equip
All

Created Jewels
Time Stone 3 / Fortune Fluorite / Time Stone 5

LIGHT STAFF

Acquire
Scroll: *Shoppe (36g)*

Recipe
360g, Adaman Tusk x3, Platinum x1, Grain of Light x5

ATK	DEF	MATK	MDEF
31 (68)	—	46 (118)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Holy Stone 1

Equip
All

Created Jewels
Holy Stone 1 / Anti-Time Stone 4 / Amethyst

MAGIC BROOMSTICK

Acquire
Purchase: *315g*
Scroll: *Shoppe (8g)*

Recipe
80g, Tree Branch x3, Oak Branch x2

ATK	DEF	MATK	MDEF
8 (53)	—	12 (107)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Magic Stone 1 / Wisdonium / Tiny Violeta Diamond

MAGIC WAND

Acquire
Scroll: *Ruins 2 Areas D and H chests*

Recipe
270g, Steel x3, Black Silver x1, Oak Branch x3

ATK	DEF	MATK	MDEF
20 (55)	—	35 (112)	5 (10)

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Planter / Knowledgium / Tiny Violeta Diamond

MAGICAL BOOK

Acquire
Scroll: *Aqueducts Entrance 2 Area G chest (Hard)*

Recipe
770g, Mythril x3, Mu Parchment x5

ATK	DEF	MATK	MDEF
43 (68)	—	66 (113)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Magic Stone 2

Equip
All

Created Jewels
Magic Stone 2 / Quickener / Tiger Eye

MARIANNE'S BELL

Acquire
Scroll: *Shoppe (49g, Hard)*

Recipe
490g, White Silver x5, Magic Stone x3

ATK	DEF	MATK	MDEF
36 (66)	—	54 (114)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	

Equip
All

Created Jewels
Time Stone 2 / Magic Stone 4 / Anti-Time Stone 5

MEMORY BOOK

Acquire
Scroll: *Invisible Stalkers 2 Quest*

Recipe
380g, Platinum x3, Mu Parchment x5

ATK	DEF	MATK	MDEF
29 (61)	—	44 (104)	10 (22)

5	5	5	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Ecolandum, Wisdonium

Equip
All

Created Jewels
Ecolandum / Wisdonium / Tiny Violeta Pearl

MY FIRST SPELL

Acquire
Purchase: *525g*
Scroll: *Shoppe (14g)*

Recipe
140g, Mu Parchment x2, Magic Stone x2

ATK	DEF	MATK	MDEF
13 (58)	—	19 (109)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Moonstone / Knowledgium / Tiny Violeta Diamond

MYTHRIL ROD

Acquire
Scroll: *Shoppe (72g, Hard)*

Recipe
570g, Mythril x2, Chimera Blood x2

ATK	DEF	MATK	MDEF
43 (68)	—	64 (119)	—

—	—	—	5	10	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Stone 2 / Magic Stone 4 / Holy Stone 5

OLD MAN'S STAFF

Acquire
Scroll: *Monster Collector 2 Quest*

Recipe
240g, White Silver x1, Mimic Talon x1

ATK	DEF	MATK	MDEF
18 (53)	—	28 (98)	10 (22)

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Ecolandum, Gil Mania

Equip
All

Created Jewels
Ecolandum / Gil Mania / Ecolandum

POWER STAFF

Acquire
Purchase: *375g*
Scroll: *Shoppe (10g)*

Recipe
100g, Iron x1, Oak Branch x3, Little Thorn x1

ATK	DEF	MATK	MDEF
10 (60)	—	15 (107)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Might Malachite / Wild Eye / Small Amethyst

PRIMEVAL SCROLL

Acquire
Scroll: *Forest 2 chest*

Recipe
320g, Black Silver x3, Mu Parchment x3

ATK	DEF	MATK	MDEF
24 (59)	—	39 (111)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Holy Stone 1

Equip
All

Created Jewels
Holy Stone 1 / Magic Stone 3 / Violeta Pearl

REAPER'S BELL

Acquire
Scroll: *Shoppe (33g)*

Recipe
330g, Black Gold x1, Sulfur Dust x1, Stained Bone x1

ATK	DEF	MATK	MDEF
27 (67)	—	40 (115)	—

—	—	—	—	—	10

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Dark Stone 1 / Anti-Dark Stone 3 / Big Ecolandum

RUNE BELL

Acquire
Purchase: *1095g*
Scroll: *Shoppe (28g)*

Recipe
280g, White Silver x1, Silver x3, Elemental Gem x3

ATK	DEF	MATK	MDEF
24 (64)	—	36 (116)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Time Stone 1 / Planter / Time Stone 6

SAGE'S STAFF

Acquire
Scroll: *Tower Area C chest (Hard)*

Recipe
0g, Adamantite x1, Orichalcum x3, Ebonite x1

ATK	DEF	MATK	MDEF
58 (70)	5 (10)	83 (113)	5 (10)

5	5	5	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Ebonite, Cat Eye

Equip
All

Created Jewels
Ebonite / Cat Eye / Magic Stone 5

SCROLL OF LIGHT

Acquire
Scroll: *Forest 2 Area E chest*

Recipe
1130g, Orichalcum x3, Mu Parchment x5, Grain of Light x5

ATK	DEF	MATK	MDEF
52 (69)	—	78 (115)	—

—	—	—	15	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Holy Stone 2

Equip
All

Created Jewels
Holy Stone 2 / Thunder Stone 3 / Holy Stone 5

SHUGEN STAVE

Acquire
Scroll: *Shoppe (79g, Hard)*

Recipe
790g, Steel x5, Black Gold x3

ATK	DEF	MATK	MDEF
45 (72)	—	67 (117)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Stamina Stone 2 / Magic Stone 4 / Spirit Moonstone: L

SIBYLLA'S TOME

Acquire
Scroll: *Ruins 2 Areas D, E, F, and H chests*

Recipe
1050g, Mu Parchment x10, Abyssian x1, Dark Dust x25

ATK	DEF	MATK	MDEF
50 (75)	—	75 (120)	—

10	10	10	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
Yukes only

Created Jewels
Magic Stone 1 / Spirit Stone 3 / Big Quickener

STARDUST STAFF

Acquire
Scroll: *Shoppe (150g, Hard)*

Recipe
1500g, Abyssian x3, Grain of Light x5, Holy Orb x1

ATK	DEF	MATK	MDEF
55 (75)	—	82 (122)	—

—	—	—	10	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Will Stone 2 / Time Stone 4 / Anti-Time Stone 5

STRAWBERRY BROOM

Acquire
Scroll: *Shoppe (94g)*

Recipe
940g, Yew Branch x5, Red Orb x5, Fine Silk x1

ATK	DEF	MATK	MDEF
48 (70)	—	72 (117)	—

5	—	—	15	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fruity Nugget / Knowledgium / Crimsonite

STRIPED ROD

Acquire
Purchase: *1500g (Hard)*
Scroll: *Shoppe (38g, Hard))*

Recipe
380g, Copper x3, Red Stone x3, Yellow Stone x3

ATK	DEF	MATK	MDEF
32 (67)	—	48 (113)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Moonstone / Anti-Time Stone 4 / Spirit Moonstone: L

SUSANNE'S BELL

Acquire
Scroll: *Shoppe (57g, Hard)*

Recipe
570g, Black Silver x5, Cockatrice Scale x3

ATK	DEF	MATK	MDEF
38 (70)	—	57 (119)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Anti-Time Stone 2

Equip
All

Created Jewels
Anti-Time Stone 2 / Ward Stone 3 / Time Stone 5

THUNDER STAFF

Acquire
Purchase: *960g*
Scroll: *Shoppe (24g)*

Recipe
240g, Gold x2, Yellow Stone x1

ATK	DEF	MATK	MDEF
22 (64)	—	33 (115)	—

—	—	10	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Thunder Stone 1 / Anti-Zap Stone 3 / Small Amethyst

TREASURED STAFF

Acquire
Scroll: *Treasure Hunt 2 Quest chest*

Recipe
1700g, Iron x2, Little Thorn x3

ATK	DEF	MATK	MDEF
13 (48)	—	20 (90)	5 (10)

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Charjade

Equip
All

Created Jewels
Charjade / Tiger Eye / Charjade

WOODEN STAFF

Acquire
Purchase: *10g*
Other: *Yuke starting equipment*

Recipe
—

ATK	DEF	MATK	MDEF
4 (44)	—	6 (88)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fruity Nugget / Extreme Mania / Magic Stone 6

YEW STAFF

Acquire
Purchase: *1650g (Hard)*
Scroll: *Shoppe (42g, Hard)*

Recipe
420g, Yew Branch x5, Oak Branch x2, Magic Stone x2

ATK	DEF	MATK	MDEF
34 (71)	—	51 (121)	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Holy Stone 2 / Planter / Time Stone 5

PADDLES

Paddles are the preferred melee weapon of the Selkies. Though they do not quite pack the punch of a sword, paddles' charged attack launches an explosive projectile a short distance, valuable for keeping enemies at bay!

ACE MACE

Acquire
Purchase: *1095g*
Scroll: *Shoppe (28g)*

Recipe
280g, White Silver x1, Silver x3, Elemental Gem x3

ATK	DEF	MATK	MDEF
52 (142)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Anti-Frost Stone 1 / Ice Stone 3 / Small Topaz

ANGEL HEAD

Acquire
Scroll: *Shoppe (34g)*

Recipe
340g, Black Gold x2, White Silver x3, One-Eye Wing x1

ATK	DEF	MATK	MDEF
64 (151)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fortune Fluorite / Holy Stone 4 / Anti-Frost Stone 6

AURA SHOOTER

Acquire
Purchase: *10g*
Other: *Selkie starting equipment*

Recipe
—

ATK	DEF	MATK	MDEF
9 (99)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fruity Nugget / Extreme Mania / Ward Stone 6

BRAWNY BONKER

Acquire
Purchase: 1500g (Hard)
Scroll: Shoppe (38g, Hard)

Recipe
380g, Copper x5, Little Thorn x3

ATK	DEF	MATK	MDEF
72 (152)	—	—	—

—	—	—	5	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Moonstone / Anti-Frost Stone 4 / Spirit Moonstone: L

CASTOR

Acquire
Scroll: Tower Areas B and F chests

Recipe
380g, Black Gold x3, Defense Propeller x3

ATK	DEF	MATK	MDEF
65 (137)	—	—	10 (22)

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Strength Stone 1, Spirit Stone 3

Equip
All

Created Jewels
Strength Stone 1 / Spirit Stone 3 / Azul Pearl

DARK PADDLE

Acquire
Scroll: Shoppe (113g, Hard)

Recipe
1130g, Orichalcum x2, Black Gold x3

ATK	DEF	MATK	MDEF
114 (156)	—	—	—

—	—	—	—	—	10

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Dark Stone 2 / Ice Stone 4 / Dark Stone 5

DIADORA BASH

Acquire
Scroll: Monster Collector 3 Quest

Recipe
330g, Magician's Soul x1, Curious Petal x5, Garuda Feather x1

ATK	DEF	MATK	MDEF
62 (154)	—	—	5 (10)

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
Selkies only

Created Jewels
Vegetarium / Wisdonium / Fortune Fluorite: L

ELEMENTAL PADDLE

Acquire
Purchase: 315g
Scroll: Shoppe (8g)

Recipe
80g, Copper x3, Oak Branch x2

ATK	DEF	MATK	MDEF
18 (120)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Ward Stone 1 / Anti-Frost Stone 3 / Small Topaz

ELFIN WALTZ

Acquire
Scroll: Forest 2 Area F chest

Recipe
320g, White Silver x3, Magic Vase Shard x1

ATK	DEF	MATK	MDEF
59 (146)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Holy Stone 1

Equip
All

Created Jewels
Holy Stone 1 / Ward Stone 3 / Tiny Azul Diamond

EVIL SMASHER

Acquire
Scroll: Shoppe (64g, Hard)

Recipe
640g, Black Gold x5, Seraph Dust x3, White Dust x5

ATK	DEF	MATK	MDEF
87 (152)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Magic Stone 2 / Ward Stone 4 / Anti-Dark Stone 6

FESTIVAL FAN

Acquire
Scroll: Cu Chaspel Boss, River Belle Area B and C chests, River Belle Mimic, Giant Crab Boss

Recipe
380g, Mu Parchment x5, Scorpion Shell x3, Curious Petal x5

ATK	DEF	MATK	MDEF
70 (157)	5 (10)	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
3	—

Equip
All

Created Jewels
Gil Mania / Fortune Fluorite / Dragon Eye

FIDELITY PADDLE

Acquire
Purchase: 1170g
Scroll: Shoppe (30g)

Recipe
300g, White Solver x3, Protective Shell x1

ATK	DEF	MATK	MDEF
56 (146)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Stone 1 / Anti-Frost Stone 4 / Small Topaz

FLAME WING

Acquire
Purchase: 765g
Scroll: Shoppe (20g)

Recipe
200g, Silver x2, Red Stone x1

ATK	DEF	MATK	MDEF
41 (143)	—	—	—

5	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fire Stone 1 / Anti-Burn Stone 3 / Small Topaz

FREIHERRIN

Acquire
Scroll: Shoppe (49g, Hard)

Recipe
490g, White Silver x5, One-Eye Wing x3

ATK	DEF	MATK	MDEF
79 (146)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
—	—

Equip
All

Created Jewels
Strength Stone 2 / Wisdonium / Anti-Frost Stone 5

GENERAL'S FAN

Acquire
Scroll: Shop (79g, Hard)

Recipe
790g, Steel x5, One-Eye Wing x5

ATK	DEF	MATK	MDEF
99 (159)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Moonstone / Magic Stone 3 / Big Charjade

GRAFIN

Acquire

Scroll: *Aqueducts Entrance 2 Area G chest (Hard)*

Recipe

770g, Mythril x3, White Silver x3

ATK	DEF	MATK	MDEF
98 (158)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Fortune Fluorite: L

Equip

All

Created Jewels

Fortune Fluorite: L / Anti-Time Stone 4 / Tiger Eye

GRAND SLAM

Acquire

Scroll: *Neo Larkeicus Boss (Hard)*

Recipe

1880g, Abyssian x3, Adamantite x3, Giant Crab Shell x2

ATK	DEF	MATK	MDEF
135 (167)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

Selkies only

Created Jewels

Extreme Mania / Ebonite / Snake Eye

GREAT PADDLE

Acquire

Shoppe: 1650g (Hard)

Scroll: *Shoppe (42g, Hard)*

Recipe

420g, Iron x5, Yew Branch x2, Bone x2

ATK	DEF	MATK	MDEF
76 (161)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Monkite / Ward Stone 4 / Ice Stone 5

HARD BASHER

Acquire

Purchase: *600g*

Scroll: *Shoppe (15g)*

Recipe

150g, Iron x3, Copper x3

ATK	DEF	MATK	MDEF
33 (130)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Might Malachite / Ice Stone 3 / Small Topaz

HARD SMASHER

Acquire

Purchase: *525g*

Scroll: *Shoppe (14g)*

Recipe

140g, Iron x3, White Dust x3, One-Eye Wing x1

ATK	DEF	MATK	MDEF
29 (129)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Will Stone 1 / Assassinite / Tiny Azul Diamond

HYACINTH

Acquire

Scroll: *Fire Mountain 2 Area F chest (Hard)*

Recipe

940g, Copper x10, Blue Orb x5

ATK	DEF	MATK	MDEF
106 (158)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Anti-Frost Stone 2

Equip

All

Created Jewels

Anti-Frost Stone 2 / Ward Stone 4 / Ice Stone 5

ICICLE CLUB

Acquire

Purchase: *720g*

Scroll: *Shoppe (18g)*

Recipe

180g, Silver x2, Blue Stone x1

ATK	DEF	MATK	MDEF
37 (137)	—	—	—

—	5	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Ice Stone 1 / Anti-Frost Stone 3 / Ice Stone 6

ISHTAR'S HEAD

Acquire

Scroll: *Treasure Hunt 2 Quest (Hard)*

Recipe

640g, Platinum x3, Grain of Light x5, Element Gem x3

ATK	DEF	MATK	MDEF
91 (158)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip

Selkies only

Created Jewels

Anti-Time Stone 1 / Quickener / Anti-Time Stone 4

LAMIA'S PADDLE

Acquire

Scroll: *Shoppe (150g, Hard)*

Recipe

1500g, Abyssian x3, Element Gem x1, Dark Orb x1

ATK	DEF	MATK	MDEF
122 (167)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Anti-Time Stone 2 / Wisdonium / Ward Stone 5

LEAF FAN

Acquire

Scroll: *Ruins 2 Areas D and H chests*

Recipe

270g, Steel x3, Black Silver x1, Cockatrice Feather x3

ATK	DEF	MATK	MDEF
52 (134)	5	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Bushidore

Equip

All

Created Jewels

Bushidore / Holy Stone 3 / Will Stone 6

LEMURIA CLUB

Acquire

Scroll: *Shoppe (87g, Hard)*

Recipe

870g, Mythril x5, Lava Spider Claw x1

ATK	DEF	MATK	MDEF
103 (153)	—	—	—

—	—	—	10	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Will Stone 2 / Dark Stone 4 / Ward Stone 5

MYTHRIL CLUB

Acquire

Scroll: *Shoppe (72g, Hard)*

Recipe

720g, Mythril x2, Chimera Blood x2

ATK	DEF	MATK	MDEF
95 (152)	—	—	—

—	—	—	—	5	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip

All

Created Jewels

Spirit Stone 2 / Ward Stone 4 / Holy Stone 5

OLD MAN'S PADDLE

Acquire
Scroll: *Monster Collector 2 Quest*

Recipe
240g, White Silver x1, Mimic Talon x1

ATK	DEF	MATK	MDEF
42 (124)	10 (22)	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Ecolandum, Gil Mania

Equip
All

Created Jewels
Ecolandum / Gil Mania / Ecolandum

PHOENIX WING

Acquire
Scroll: *Shoppe (36g)*

Recipe
360g, Adamantite x3, Platinum x1, Phoenix Down x5

ATK	DEF	MATK	MDEF
68 (153)	—	—	—

5	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Anti-Burn Stone 1

Equip
All

Created Jewels
Anti-Burn Stone 1 / Crimsonite / Topaz

PLATINUM PADDLE

Acquire
Scroll: *Shoppe (105g, Hard)*

Recipe
1050g, Orichalcum x1, Platinum x5, Mu Nose x1

ATK	DEF	MATK	MDEF
110 (165)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Ice Stone 2 / Ecolandum / Anti-Frost Stone 5

POLLUX

Acquire
Scroll: *Invisible Stalkers 2 Quest*

Recipe
380g, Platinum x3, White Silver x2

ATK	DEF	MATK	MDEF
71 (148)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Guard Stone 1, Stamina Stone 2

Equip
All

Created Jewels
Guard Stone 1 / Stamina Stone 3 / Azul Diamond

POWER PADDLE

Acquire
Purchase: *375g*
Scroll: *Shoppe (10g)*

Recipe
100g, Iron x1, Oka Branch x3, Little Thorn x1

ATK	DEF	MATK	MDEF
22 (132)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Might Malachite / Wild Eye / Tiny Azul Diamond

PRINCESS KNIGHT

Acquire
Scroll: *Shoppe (162g, Hard)*

Recipe
1620g, Adamantite x1, Orichalcum x3

ATK	DEF	MATK	MDEF
126 (171)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Charjade

Equip
All

Created Jewels
Charjade / Anti-Dark Stone 4 / Topaz

QUEEN HEAL

Acquire
Purchase: *450g*
Scroll: *Shoppe (12g)*

Recipe
120g, Iron x2, One-Eye Wing x1

ATK	DEF	MATK	MDEF
25 (130)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Strength Stone 1 / Ice Stone 3 / Small Topaz

ROSENARM

Acquire
Scroll: *Tower Area C chest (Hard)*

Recipe
1800g, Ultimite x1, Curious Petal x10, Albinore x1

ATK	DEF	MATK	MDEF
130 (162)	—	—	10 (22)

5	5	5	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Albinore, Cat Eye

Equip
All

Created Jewels
Albinore / Cat Eye / Ward Stone 5

SKULL DIVA

Acquire
Scroll: *Bridge Mimic (Hard)*

Recipe
1800g, Adamantite x1, Abyssian x3, Ebonite x1

ATK	DEF	MATK	MDEF
129 (159)	—	—	—

—	—	—	—	—	10

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	

Equip
All

Created Jewels
Ebonite / Berserk Eye / Ice Stone 5

SKULL PADDLE

Acquire
Scroll: *Shoppe (33g)*

Recipe
330g, Black Gold x1, Bone x3, Stained Bone x1

ATK	DEF	MATK	MDEF
60 (150)	—	—	—

—	—	—	—	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Dark Stone 1 / Anti-Dark Stone 3 / Big Ecolandum

STAR MINE

Acquire
Purchase: *840g*
Scroll: *Shoppe (21g)*

Recipe
210g, Black Silver x1, Grain of Light x3

ATK	DEF	MATK	MDEF
45 (145)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Will Stone 1 / Ward Stone 3 / Tiny Azul Pearl

STILL FAN

Acquire
Scroll: *Library 2 Mimic (Hard)*

Recipe
940g, Mu Parchment x10, Mythril x3, One-Eye Wing x5

ATK	DEF	MATK	MDEF
107 (159)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
Selkies only

Created Jewels
Ward Stone 1 / Hard Garnet / Anti-Stun Stone 5

THOR SMASHER

Acquire
Purchase: 960g
Scroll: Shoppe (24g)

Recipe
240g, Gold x2, Yellow Stone x1

ATK	DEF	MATK	MDEF
49 (146)	—	—	—

—	—	5	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Thunder Stone 1 / Anti-Zap Stone 3 / Small Topaz

TIAMAT CRUNCH

Acquire
Scroll: Cu Chaspel Boss (Hard), River Belle Area A chest, River Belle Mimic (Hard), Giant Crab Boss (Hard)

Recipe
1880g, Adamantite x5, Camiflower Fluid x1, Old Sword x1

ATK	DEF	MATK	MDEF
50 (180)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
3	—

Equip
Selkies only

Created Jewels
Wild Eye / Tiger Eye / Ryoko

TREASURED PADDLE

Acquire
Scroll: Invisible Stalkers 1 Quest

Recipe
170g, Iron x2, Little Thorn x3

ATK	DEF	MATK	MDEF
30 (112)	5 (10)	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Charjade

Equip
All

Created Jewels
Charjade / Tiger Eye / Charjade

VICONTES

Acquire
Scroll: Shoppe (57g, Hard)

Recipe
570g, Black Silver x5, Cockatrice Scale x3

ATK	DEF	MATK	MDEF
83 (155)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Ward Stone 2 / Crimsonite / Ward Stone 5

WOOD GRIP

Acquire
Purchase: 225g
Scroll: Shoppe (6g)

Recipe
60g, Copper x1, Tree Branch x3

ATK	DEF	MATK	MDEF
14 (119)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Vegetarium / Ward Stone 3 / Tiny Azul Pearl

ZHUGE'S UCHIWA

Acquire
Scroll: Shoppe (132g, Hard)

Recipe
1320g, Phoenix Down x3, Black Feather x3

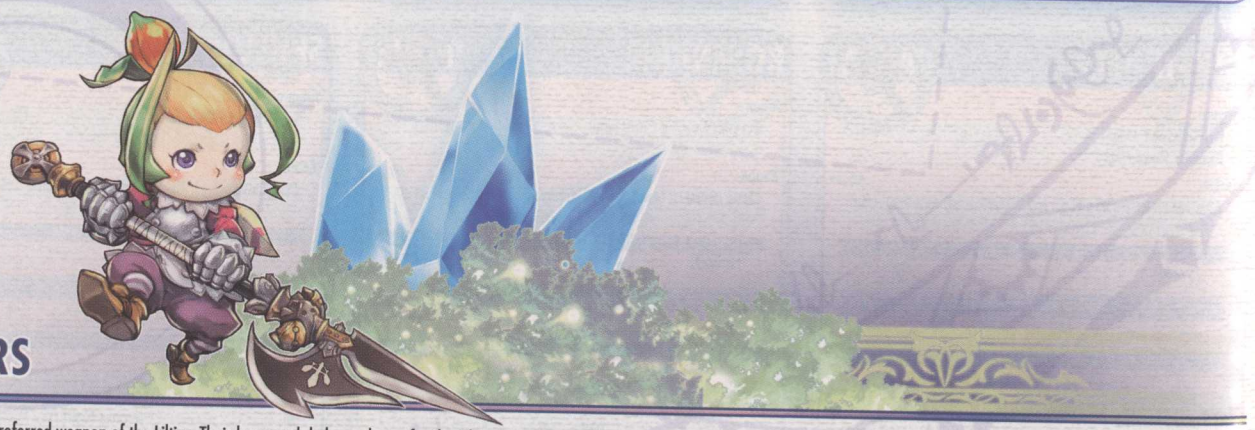
ATK	DEF	MATK	MDEF
118 (160)	—	—	—

—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Ward Stone 2 / Holy Stone 4 / Cat Eye



SPEARS

Spears are the preferred weapon of the Lilties. Their long reach helps make up for the Lilties' short stature, keeping enemies well back. Spears also have a good chance of stunning their target, making up for the slight lag between attacks!

BRIONAC

Acquire
Scroll: Tower Areas B and F chests

Recipe
380g, Black Gold x3, Veriaul Alloy x3

ATK	DEF	MATK	MDEF
68 (143)	10	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Anti-Stun Stone 1, Will Stone 4

Equip
All

Created Jewels
Anti-Stun Stone 1 / Will Stone 4 / Small Emerald

BRONZE LANCE

Acquire
Purchase: 10g
Other: Lilty starting equipment

Recipe
—

ATK	DEF	MATK	MDEF
10 (110)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Vegetarium / Extreme Mania / Stamina Stone 6

CAMELOT LANCE

Acquire
Scroll: Shoppe (87g, Hard)

Recipe
870g, Mythril x5, Buffasaur Horn x1

ATK	DEF	MATK	MDEF
108 (16)	—	—	—

—	—	—	30	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Will Stone 2 / Spirit Moonstone / Anti-Stun Stone 5

CANHUR

Acquire
Scroll: *Bridge Area E chest (Hard)*

Recipe
1800g, Ultimite x1, Mu Nose x10, Albinore x1

ATK	DEF	MATK	MDEF
130	10	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Albinore, Cat Eye

Equip
All

Created Jewels
Albinore / Cat Eye / Will Stone 5

CRESTA'S PIKE

Acquire
Scroll: *Forest 2 Area E chest (Hard)*

Recipe
1130g, Orichalcum x3, Red Orb x3, Lizard Crest x3

ATK	DEF	MATK	MDEF
124 (201)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Extreme Mania

Equip
All

Created Jewels
Extreme Mania / Cat Eye / Holy Stone 6

CRIMSON OATH

Acquire
Scroll: *Monster Collector 3 Quest*

Recipe
330g, Magician's Soul x1, Red Stone x10, Steel x5

ATK	DEF	MATK	MDEF
65 (162)	—	—	5 (10)

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
Lilties only

Created Jewels
Crimsonite / Fire Stone 3 / Strength Stone 5

DARK LANCE

Acquire
Scroll: *Shoppe (113g, Hard)*

Recipe
1130g, Orichalcum x2, Black Gold x3

ATK	DEF	MATK	MDEF
121 (166)	—	—	—

—	—	—	25	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Dark Stone 2 / Will Stone 4 / Dark Stone 5

DRAGON TUSK

Acquire
Scroll: *Cu Chaspel Boss (Hard), River Bell Area B chest (Hard), River Bell Mimic (Hard), Giant Crab (Hard)*

Recipe
1180g, Giant Lizard Hide x1, Dragon Horn x1, Old Sword x1

ATK	DEF	MATK	MDEF
55 (185)	—	—	—

—	—	—	30	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Draconium / Holy Stone 3 / Ryoko

DRAGOON SPEAR

Acquire
Purchase: *600g*
Scroll: *Shoppe (15g)*

Recipe
150g, Iron x3, Copper x3

ATK	DEF	MATK	MDEF
35 (140)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Draconium / Stamina Stone 3 / Tiny Verde Pearl

FLAME LANCE

Acquire
Purchase: *765g*
Scroll: *Shoppe (20g)*

Recipe
200g, Silver x2, Red Stone x1

ATK	DEF	MATK	MDEF
43 (150)	—	—	—

5	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Fire Stone 1 / Anti-Burn Stone 3 / Small Emerald

GAE BOLG

Acquire
Scroll: *Tower Area D chest (Hard)*

Recipe
1800g, Adamantite x1, Abyssian x3, Ebonite x1

ATK	DEF	MATK	MDEF
136 (168)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Ebonite, Berserk Eye

Equip
All

Created Jewels
Ebonite / Berserk Eye / Anti-Stun Stone 5

GEMSBOCK

Acquire
Scroll: *Aqueducts Entrance 2 Area G chest (Hard)*

Recipe
770g, Mythril x3, White Silver x3

ATK	DEF	MATK	MDEF
103 (165)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Will Stone 2

Equip
All

Created Jewels
Will Stone 2 / Anti-Stun Stone 4 / Wild Eye

GUARD'S PIKE

Acquire
Purchase: *1170g*
Scroll: *Shoppe (30g)*

Recipe
300g, White Silver x3, Protective Shell x1

ATK	DEF	MATK	MDEF
59 (154)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Stone 1 / Stamina Stone 3 / Tiny Verde Pearl

GUNGNIR

Acquire
Scroll: *Shoppe (162g, Hard)*

Recipe
1620g, Adamantite x1, Orichalcum x3

ATK	DEF	MATK	MDEF
133 (180)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Charjade

Equip
All

Created Jewels
Charjade / Strength Stone 3 / Emerald

HALBERD

Acquire
Scroll: *Shoppe (49g)*

Recipe
490g, White Silver x5, Lizard Scale x3

ATK	DEF	MATK	MDEF
84 (156)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Draconium / Stamina Stone 4 / Anti-Stun Stone 6

HARPOON

Acquire
Purchase: 1500g (Hard)
Scroll: Shoppe (38g, Hard)

Recipe
380g, Copper x5, Little Thorn x3

ATK	DEF	MATK	MDEF
76 (161)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Stamina Stone 2 / Anti-Stun Stone 4 / Might Malachite: L

HERO'S PIKE

Acquire
Purchase: 1650g
Scroll: Shoppe (42g)

Recipe
420g, Iron x5, Yew Branch x2, Bone x2

ATK	DEF	MATK	MDEF
80 (170)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Monkite / Will Stone 4 / Stamina Stone 5

HIGH END

Acquire
Purchase: 840g
Scroll: Shoppe (21g)

Recipe
210g, Black Silver x1, Bone x1, One-Eye Wing x1

ATK	DEF	MATK	MDEF
47 (152)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Draconium / Stamina Stone 3 / Tiny Verde Pearl

HOLY LANCE

Acquire
Scroll: Shoppe (36g)

Recipe
360g, Adamantite x3, Platinum x1, Grain of Light x5

ATK	DEF	MATK	MDEF
71 (158)	—	—	—

—	—	—	25	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Holy Stone 1

Equip
All

Created Jewels
Holy Stone 1 / Wisdonium / Verde Diamond

ICE LANCE

Acquire
Purchase: 720g
Scroll: Shoppe (18g)

Recipe
180g, Silver x2, Blue Stone x1

ATK	DEF	MATK	MDEF
39 (144)	—	—	—

—	5	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Ice Stone 1 / Anti-Frost Stone 3 / Small Emerald

IRON LANCE

Acquire
Purchase: 375g
Scroll: Shoppe (10g)

Recipe
100g, Iron x1, Lizard Crest x2

ATK	DEF	MATK	MDEF
22 (132)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Might Malachite / Wild Eye / Tiny Verde Pearl

LANCE OF LONGINUS

Acquire
Scroll: Tower Area G chest (Hard)

Recipe
1880g, Abyssian x3, Adamantite x3, Dragon Horn x2

ATK	DEF	MATK	MDEF
140 (175)	—	—	—

—	—	—	30	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
Lilties only

Created Jewels
Spirit Moonstone / Extreme Mania / Gigas Eye

LANTERN LANCE

Acquire
Purchase: 525g
Scroll: Shoppe (14g)

Recipe
140g, Iron x3, Dark Dust x3, Oak Branch x3

ATK	DEF	MATK	MDEF
31 (138)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Stamina Stone 1 / Assassinite / Tiny Verde Diamond

MATAZA'S SPEAR

Acquire
Scroll: Ruins 2 Areas E and F chests

Recipe
270g, Steel x3, Black Silver x1, Adaman Tusk x1

ATK	DEF	MATK	MDEF
54 (141)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Bushidore

Equip
All

Created Jewels
Bushidore / Holy Stone 3 / Will Stone 6

MYTHRIL PIKE

Acquire
Scroll: Shoppe (72g, Hard)

Recipe
720g, Mythril x2, Chimera Blood x2

ATK	DEF	MATK	MDEF
100 (162)	—	—	—

—	—	—	25	5	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Spirit Stone 2 / Stamina Stone 4 / Holy Stone 5

OBELISK

Acquire
Scroll: Ruins 2 Areas D, E, F, and H chests (Hard)

Recipe
1050g, Orichalcum x3, Platinum x5, Mu Nose x1

ATK	DEF	MATK	MDEF
116 (173)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
Lilties only

Created Jewels
Anti-Stun Stone 1 / Dark Stone 3 / Might Malachite: L

OLD MAN'S PIKE

Acquire
Scroll: Monster Collector 2 Quest

Recipe
240g, White Silver x1, Mimic Talon x1

ATK	DEF	MATK	MDEF
44 (131)	10	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Ecolandum, Gil Mania

Equip
All

Created Jewels
Ecolandum / Gil Mania / Ecolandum

PARTISAN

Acquire
Purchase: *315g*
Scroll: *Shoppe (8g)*

Recipe
80g, Copper x3, Bone x1

ATK	DEF	MATK	MDEF
18 (120)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Stamina Stone 1 / Anti-Stun Stone 3 / Small Emerald

PRIMEVAL PIKE

Acquire
Scroll: *Forest 2 Area E chest*

Recipe
320g, Black Silver x3, Magic Vase Shard x1

ATK	DEF	MATK	MDEF
62 (152)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Holy Stone 1

Equip
All

Created Jewels
Holy Stone 1 / Anti-Stun Stone 3 / Small Emerald

PURIFICATION PIKE

Acquire
Scroll: *Shoppe (132g, Hard)*

Recipe
1320g, Orichalcum x3, Holy Orb x1

ATK	DEF	MATK	MDEF
125 (170)	—	—	—

—	—	—	25	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
—	

Equip
All

Created Jewels
Holy Stone 2 / Stamina Stone 4 / Berserk Eye

REAPER'S PIKE

Acquire
Scroll: *Shoppe (33g)*

Recipe
330g, Black Gold x1, Sulfur Dust x1, Stained Bone x1

ATK	DEF	MATK	MDEF
63 (155)	—	—	—

—	—	—	25	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Dark Stone 1 / Anti-Dark Stone 3 / Big Ecolandum

RUNE SPEAR

Acquire
Purchase: *1295g*
Scroll: *Shoppe (28g)*

Recipe
280g, White Silver x1, Silver x3, Elemental Gem x3

ATK	DEF	MATK	MDEF
55 (150)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Time Stone 1 / Will Stone 3 / Tiny Verde Diamond

SKY PIKE

Acquire
Scroll: *Invisible Stalker 2 Quest*

Recipe
380g, Platinum x3, White Silver x2

ATK	DEF	MATK	MDEF
75 (157)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Stamina Stone 1, Anti-Time Stone 3

Equip
All

Created Jewels
Stamina Stone 1 / Anti-Time Stone 3 / Verde Pearl

SOLDIER'S PIKE

Acquire
Purchase: *225g*
Scroll: *Shoppe (6g)*

Recipe
60g, Copper x1, Tree Branch x3

ATK	DEF	MATK	MDEF
14 (119)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Vegetarium / Stamina Stone 3 / Tiny Verde Diamond

SONIC LANCE

Acquire
Scroll: *Shoppe (34g)*

Recipe
340g, Black Gold x2, White Silver x3, Mu Nose x5

ATK	DEF	MATK	MDEF
67 (157)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Charjade / Will Stone 3 / Big Charjade

THUNDER PIKE

Acquire
Purchase: *960g*
Scroll: *Shoppe (24g)*

Recipe
240g, Gold x2, Yellow Stone x1

ATK	DEF	MATK	MDEF
51 (151)	—	—	—

—	—	5	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Thunder Stone 1 / Anti-Zap Stone 3 / Small Emerald

TITAN LANCE

Acquire
Purchase: *450g*
Scroll: *Shoppe (12g)*

Recipe
120g, Iron x2, Bone x1

ATK	DEF	MATK	MDEF
26 (136)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Anti-Stun Stone 1 / Will Stone 3 / Small Emerald

TONBOGIRI

Acquire
Scroll: *Shoppe (79g, Hard)*

Recipe
790g, Steel x5, Black Gold x3

ATK	DEF	MATK	MDEF
104 (169)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Bushidore

Equip
All

Created Jewels
Bushidore / Stamina Stone 4 / Big Charjade

TORNADO PIKE

Acquire
Scroll: *Shoppe (64g, Hard)*

Recipe
640g, Platinum x5, Holy Orb x2, One-Eye Wing x3

ATK	DEF	MATK	MDEF
96 (166)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Quickener / Will Stone 3 / Big Quickener

TREASURED PIKE

Acquire

Scroll: *Treasure Hunt 1 Quest*

Recipe

170g, Iron x1, Little Thorn x3

ATK	DEF	MATK	MDEF
32 (119)	5 (10)	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Charjade

Equip
All

Created Jewels
Charjade / Tiger Eye / Charjade

TRIDENT

Acquire

Scroll: *Fragile! 2 Quest*

Recipe

640g, Platinum x5, Seraph Dust x3, Mimic Talon x1

ATK	DEF	MATK	MDEF
92 (159)	—	—	—

—	5	5	30	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

Equip
All

Created Jewels
Draconium / Albinore / Will Stone 5

TYRANT'S SPEAR

Acquire

Scroll: *Shoppe (57g, Hard)*

Recipe

570g, Black Silver x5, Lizard Crest x3

ATK	DEF	MATK	MDEF
88	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Strength Stone 2 / Anti-Stun Stone 4 / Stamina Stone 5

UNICORN HORN

Acquire

Scroll: *Cu Chaspel Boss, River Belle Area B chest, River Belle Mimic, Giant Crab Boss*

Recipe

380g, Mu Nose x15, Garuda Talon x1, Behemoth Claw x3

ATK	DEF	MATK	MDEF
76 (161)	5 (10)	—	—

—	—	—	25	5	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Anti-Dark Stone 1 / Spirit Moonstone: L / Violence Eye

WEATHER COCK

Acquire

Scroll: *Shoppe (94g, Hard)*

Recipe

40g, Lizard Crest x3, Little Thorn x5, Cockatrice Feather x3

ATK	DEF	MATK	MDEF
112 (167)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Anti-Stun Stone 2 / Crimsonite / Stamina Stone 5

WHALE TUSK

Acquire

Scroll: *Shoppe (150g, Hard)*

Recipe

1500g, Abyssian x3, Sahagin Fin x3, Stained Fin x3

ATK	DEF	MATK	MDEF
129 (176)	—	—	—

—	—	—	25	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

Equip
All

Created Jewels
Anti-Stun Stone 2 / Ecolandum / Stamina Stone 5

HEAD ARMOR

ADAMAN VISOR

ACQUIRE

Scroll: *Shoppe (30g)*

RECIPE 300g, Adaman Shell x3, White Gold x1, Holy Orb x1

ATK	DEF	MATK	MDEF
—	30 (77)	—	—

—	—	—	—	—	10

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Stun Stone 1 / Anti-Stun Stone 2 / Strength Stone 5

AHRIMAN MASK

ACQUIRE

Scroll: *Shoppe (143g, Hard)*

RECIPE 1430g, Big One-Eye x3, Sulfur Dust x5, Moogle Plant x5

ATK	DEF	MATK	MDEF
—	41 (66)	9 (11)	28 (48)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Time Stone 3 / Anti-Dark Stone 3 / Anti-Dark Stone 6

ANGELIC HAIRPIN

ACQUIRE

Scroll: *Shoppe (169g, Hard)*

RECIPE 1690g, Adamantite x1, Ultima Silk x1, Moogle Plant x10

ATK	DEF	MATK	MDEF
—	57 (84)	—	—

—	—	—	—	30	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Selkies only	1	—

CREATED JEWELS

Fortune Fluorite / Charjade / Ward Stone 6

ARMY HELMET

ACQUIRE

Purchase: *1650g (Hard)*
Scroll: *Shoppe (42g, Hard)*

RECIPE 420g, Copper x5, Flan Goop x3

ATK	DEF	MATK	MDEF
—	35 (82)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Time Stone 2 / Fire Stone 4 / Hard Garnet: L

ASSASSIN'S MASK

ACQUIRE

Scroll: *Shoppe (79g, Hard)*

RECIPE 790g, Mythril Silk x2, Sulfur Dust x1

ATK	DEF	MATK	MDEF
—	44 (86)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Dark Stone 2 / Dark Stone 4 / Anti-Dark Stone 5

BANDIT BANDANA

ACQUIRE

Scroll: *Shoppe (90g, Hard)*

RECIPE 900g, Mythril Silk x1, Cockatrice Feather x1, Green Fay Dust x3

ATK	DEF	MATK	MDEF
—	48 (88)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	1	—

CREATED JEWELS

Assassinite / Fortune Fluorite / Knowledgium

BEAST SALLET

ACQUIRE

Scroll: *Bring the Cows Home 1 Quest (Hard)*

RECIPE 440g, Black Gold x3, Dark Dust x5

ATK	DEF	MATK	MDEF
7 (14)	32 (74)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	2	—

CREATED JEWELS

Ice Stone 2 / Strength Stone 4 / Might Malachite: L

BERSERK MASK

ACQUIRE

Purchase: *1350g (Hard)*
Scroll: *Shoppe (34g, Hard)*

RECIPE 340g, Mu Fur x5, Little Thorn x2

ATK	DEF	MATK	MDEF
—	34 (79)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Strength Stone 2 / Fruity Nugget / Wild Eye

BLACK CAT HOOD

ACQUIRE

Purchase: *920g*
Scroll: *Shoppe (23g)*

RECIPE 230g, Mu Fur x5, Cockatrice Feather x2, Dark Dust x1

ATK	DEF	MATK	MDEF
—	17	5	12

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Planter / Ward Stone 3 / Anti-Time Stone 6

BLACK KNIGHT HELM

ACQUIRE

Scroll: *Bridge Mimic (Very Hard)*

RECIPE 2130g, Stained Bone x5, Stained Fin x5, Bloodied Rag x1

ATK	DEF	MATK	MDEF
16 (18)	74 (101)	—	—

—	—	—	—	—	25

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Lilties only	3	—

CREATED JEWELS

Dark Stone 3 / Might Malachite: L / Dark Stone 5

BLACK MAGE HOOD

ACQUIRE

Purchase: *240g*
Scroll: *Shoppe (6g)*

RECIPE 60g, Silk x1, Dark Dust x3

ATK	DEF	MATK	MDEF
—	5 (47)	2 (17)	4 (39)

—	—	—	—	—	5

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Magic Stone 1 / Ebonite / Dragon Eye

BLUE HAT

ACQUIRE

Purchase: *620g*
Scroll: *Shoppe (16g)*

RECIPE 160g, Silk x1, Blue Fay Dust x1, Elemental Gem x1

ATK	DEF	MATK	MDEF
—	12 (57)	4 (16)	8 (38)

—	10	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Frost Stone 1 / Anti-Frost Stone 3 / Anti-Frost Stone 6

BLUE MAGE MASK

ACQUIRE

Purchase: *170g*
Scroll: *Shoppe (5g)*

RECIPE 50g, Leather x1, Blue Fay Dust x3

ATK	DEF	MATK	MDEF
—	4 (49)	1 (11)	3 (35)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Fruity Nugget / Ward Stone 3 / Snake Eye

BLUE MAGIC HAT

ACQUIRE

Scroll: *Shoppe (72g, Hard)*

RECIPE 720g, Mythril Silk x1, Blue Orb x1, Jellyfish Bonbon x2

ATK	DEF	MATK	MDEF
—	32 (62)	7 (12)	22 (49)

—	20	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Ward Stone 2, Anti-Frost Stone 4, Anti-Frost Stone 5

BLUE RIBBON

ACQUIRE

Scroll: *Monster Collector 1 Quest Area B high chest*

RECIPE 180g, Blue Fay Dust x3, Silk x1

ATK	DEF	MATK	MDEF
—	15 (62)	5 (20)	5 (20)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	1	—

CREATED JEWELS

Spirit Stone 1 / Quickener / Time Stone 5

BOMB MASK

ACQUIRE

Scroll: *Materials Hunt! Quest*

RECIPE 230g, Bomb's Soul x3, Red Stone x3

ATK	DEF	MATK	MDEF
—	23 (75)	—	5 (17)

25	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Fire Stone 4

CREATED JEWELS

Anti-Burn Stone 1 / Fire Stone 4 / Fire Stone 5

BRONZE HELM

ACQUIRE

Purchase: 150g
Scroll: *Shoppe (4g)*

RECIPE 40g, Copper x1

ATK	DEF	MATK	MDEF
—	5 (60)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Vegetarium / Guard Stone 3 / Gigas Eye

BULL HELM

ACQUIRE

Purchase: 900g
Scroll: *Shoppe (23g)*

RECIPE 230g, Copper x5, White Silver x1, Buffasaur Horn x1

ATK	DEF	MATK	MDEF
—	23 (75)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Stun Stone 1 / Stamina Stone 3 / Anti-Stun Stone 5

CAT EARS

ACQUIRE

Purchase: 470g
Scroll: *Shoppe (12g)*

RECIPE 120g, Mu Fur x3, Odd Angled Eye x1

ATK	DEF	MATK	MDEF
—	9 (54)	3 (15)	6 (36)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Magic Stone 1 / Wisdonium / Time Stone 6

CHAINMAIL HOOD

ACQUIRE

Purchase: 380g
Scroll: *Shoppe (10g)*

RECIPE 100g, Leather x1, Iron x2

ATK	DEF	MATK	MDEF
—	10 (72)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Guard Stone 1 / Hard Garnet / Ward Stone 6

CLAY DOLL HELM

ACQUIRE

Scroll: *Monster Collector 4 Quest*

RECIPE 350g, Protective Shell x1, Scorpion Eye x1, Sulfur Dust x1

ATK	DEF	MATK	MDEF
—	32 (82)	—	5 (12)

—	—	—	40	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	2	—

CREATED JEWELS

Spirit Stone 2 / Assassinite / Stamina Stone 6

COWBOY HAT

ACQUIRE

Scroll: *Shoppe (33g, Hard)*

RECIPE 330g, Fine Leather x1, Oak Branch x3

ATK	DEF	MATK	MDEF
6 (11)	29 (74)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Stamina Stone 2 / Might Malachite / Berserk Eye

CREATURE HEAD

ACQUIRE

Scroll: *River Belle Mimic*

RECIPE 350g, Mu Fur x10, Moogle Plant x15, Jellyfish Bonbon x1

ATK	DEF	MATK	MDEF
5 (10)	28 (73)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	2	—

CREATED JEWELS

Gil Mania / Extreme Mania / Spirit Stone 6

CREEPY COSTUME

ACQUIRE

Scroll: *Monster Collector 4 Quest (Hard)*

RECIPE 1880g, Mu Fur x20, Moogle Plant x15, Executioner Mask x1

ATK	DEF	MATK	MDEF
—	59 (86)	—	—

5	5	5	5	5	5

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Spirit Moonstone, Fortune Fluorite: L

CREATED JEWELS

Spirit Moonstone / Strength Stone 4 / Fortune Fluorite: L

CURSED MASK

ACQUIRE

Scroll: *Graveyard Mimic (Hard)*

RECIPE 1370g, Executioner Mask x1, Skull x1, Alchemy Core x3

ATK	DEF	MATK	MDEF
—	40 (65)	11 (16)	27 (42)

—	—	—	—	10	10

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Ward Stone 2

CREATED JEWELS

Ward Stone 2 / Dark Stone 4 / Dragon Eye

DARK SALLET

ACQUIRE

Scroll: *Shoppe (120g, Hard)*

RECIPE 1020g, Abyssian x1, Black Gold x1, Dark Orb x1

ATK	DEF	MATK	MDEF
—	52 (84)	—	—

—	—	—	—	—	25

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Dark Stone 2 / Anti-Dark Stone 4 / Dark Stone 5

DRAGON SALLET

ACQUIRE

Purchase: 830g
Scroll: *Shoppe (21g)*

RECIPE 210g, Gold x1, Yellow Stone x2, Lizard Scale x1

ATK	DEF	MATK	MDEF
—	21 (68)	—	—

—	—	10	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Thunder Stone 1 / Thunder Stone 3 / Thunder Stone 6

DRAGOON SALLET

ACQUIRE

Purchase: 530g
Scroll: *Shoppe (14g)*

RECIPE 140g, Iron x1, Lizard Scale x1, One-Eye Wing x1

ATK	DEF	MATK	MDEF
—	14 (76)	—	—

—	—	—	10	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Draconium / Anti-Stun Stone 3 / Anti-Stun Stone 6

FAIRYTALE HAT

ACQUIRE

Scroll: *Fragile! 2 Quest (Hard)*

RECIPE 490g, Big One-Eye x1, Odd Angled Eye x1, Unknown Seed x1

ATK	DEF	MATK	MDEF
—	29 (61)	8 (15)	20 (50)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Spirit Stone 2

CREATED JEWELS

Spirit Stone 2 / Ward Stone 4 / Big Quickener

FAKE PAVLOV MASK

ACQUIRE

Scroll: *Culinary Capers 4 (Hard)*

RECIPE 1820g, Mu Fur x10, Executioner Mask x1, Yew Branch x3

ATK	DEF	MATK	MDEF
—	3 (103)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Yukes only	1	—

CREATED JEWELS

Magic Stone 3 / Magic Stone 4 / Magic Stone 6

FAUNA SALLET

ACQUIRE

Scroll: *Aqueducts Entrance 2 Area A chest*

RECIPE *170g, Mu Fur x5, Cockatrice Feather x1, Green Fay Dust x2*

ATK	DEF	MATK	MDEF
3 (10)	14 (66)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Monkite

CREATED JEWELS

Monkite / Will Stone 2 / Strength Stone 5

FEATHERED HAT

ACQUIRE

Scroll: *Shoppe (45g, Hard)*

RECIPE *450g, Fine Leather x3, White Dust x5, Phoenix Down x1*

ATK	DEF	MATK	MDEF
—	37 (77)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Vegetarium / Anti-Time Stone 4 / Anti-Stun Stone 6

FIEND'S SALLET

ACQUIRE

Scroll: *Fire Mountain 2 Area chest (Hard)*

RECIPE *790g, Steel x2, Red Orb x1, Little Thorn x1*

ATK	DEF	MATK	MDEF
9 (14)	40 (80)	—	—

—	—	—	20	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	1	Bushidore

CREATED JEWELS

Bushidore / Anti-Burn Stone 4 / Fire Stone 5

FIGHTING HEADGEAR

ACQUIRE

Purchase: *230g*
Scroll: *Shoppe (6g)*

RECIPE *60g, Copper x2, Little Thorn x1*

ATK	DEF	MATK	MDEF
—	7 (67)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Will Stone 1 / Anti-Dark Stone 2 / Will Stone 6

FLAME SALLET

ACQUIRE

Purchase: *680g*
Scroll: *Shoppe (17g)*

RECIPE *170g, Silver x2, Red Stone x2, Elemental Gem x1,*

ATK	DEF	MATK	MDEF
—	17 (72)	—	—

10	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Fire Stone 1 / Fire Stone 3 / Fire Stone 6

FLAYER HELM

ACQUIRE

Scroll: *Shoppe (139g, Hard)*

RECIPE *1390g, Abyssian x1, Black Gold x1, Dark Orb x1*

ATK	DEF	MATK	MDEF
—	55 (87)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Fire Stone 2 / Will Stone 4 / Time Stone 5

FLOWER BARRETTES

ACQUIRE

Scroll: *Materials Hunt! Quest chest*

RECIPE *230g, Steel x1, Gold x2, Unknown Seed x1*

ATK	DEF	MATK	MDEF
4 (9)	20 (67)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	1	Bushidore

CREATED JEWELS

Bushidore / Charjade / Spirit Stone 5

FROG HOOD

ACQUIRE

Scroll: *Bridge Area F chest, Bridge Mimic, Tower Area I chest*

RECIPE *320g, White Gold x2, White Silver x2, Green Fay Dust x10*

ATK	DEF	MATK	MDEF
—	32 (82)	—	5 (12)

—	—	—	20	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Lilties only	1	Strength Stone 2

CREATED JEWELS

Strength Stone 2 / Stamina Stone 3 / Strength Stone 5

FROST HELM

ACQUIRE

Purchase: *600g*
Scroll: *Shoppe (15g)*

RECIPE *150g, Silver x1, Blue Stone x2, Elemental Gem x1*

ATK	DEF	MATK	MDEF
—	16 (76)	—	—

—	10	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Ice Stone 1 / Ice Stone 3 / Ice Stone 6

GAMBLER'S HAT

ACQUIRE

Purchase: *1050g*
Scroll: *Shoppe (27g)*

RECIPE *270g, Fine Leather x1, Black Leather x1, Element Gem x1*

ATK	DEF	MATK	MDEF
—	26 (81)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Time Stone 1 / Gil Mania / Fortune Fluorite

GIANT'S SALLET

ACQUIRE

Scroll: *Shoppe (64g, Hard)*

RECIPE *640g, White Gold x2, Big One-Eye x2, Green Fay Dust x3*

ATK	DEF	MATK	MDEF
—	41 (86)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Thunder Stone 2 / Thunder Stone 4 / Hard Garnet: L

GRAY CAT HOOD

ACQUIRE

Purchase: *1140g* **Other**: *Scratch Card 02-08*
Scroll: *Shoppe (29g)*

RECIPE *290g, Mu Fur x1, Cockatrice Feather x1, Holy Orb x1*

ATK	DEF	MATK	MDEF
—	21 (63)	6 (13)	14 (41)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Quickener / Anti-Time Stone 3 / Ward Stone 5

GREEN HAT

ACQUIRE

Purchase: *540g*
Scroll: *Shoppe (14g)*

RECIPE *140g, Leather x1, Green Fay Dust x3*

ATK	DEF	MATK	MDEF
—	11 (58)	4 (19)	7 (37)

—	—	—	10	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Stun Stone 1 / Holy Stone 3 / Holy Stone 6

HADES HELM

ACQUIRE

Scroll: *Invisible Stalkers 2 Quest*

RECIPE *1690g, Ultimite x3, Bloodied Rag x1, Behemoth Horn x1*

ATK	DEF	MATK	MDEF
—	50 (75)	—	25 (42)

—	—	—	—	—	30

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Spirit Stone 2

CREATED JEWELS

Spirit Stone 2 / Anti-Dark Stone 4 / Spirit Stone 5

HAIRPIN OF AFFECTION

ACQUIRE

Purchase: *1,000,000g (Very Hard)*
Scroll: *Monster Mash 3 Quest (Hard)*

RECIPE —

ATK	DEF	MATK	MDEF
3 (3)	60 (90)	3 (3)	3 (3)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Clavats, Selkies & Lilties only	2	—

CREATED JEWELS

Holy Stone 3 / Big Ecolandum / Gigas Eye

HARD HAT

ACQUIRE

Scroll: *Ruins 1 Area J (Hard)*

RECIPE 660g, Tortoise Shell x3, Mimic Slough x2

ATK	DEF	MATK	MDEF
—	39 (81)	—	5 (12)

—	—	—	5	5	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Will Stone 2

CREATED JEWELS

Will Stone 2 / Stamina Stone 4 / Spirit Moonstone

HEAD MAID'S HAT

ACQUIRE

Scroll: *Monster Collector 3 Quest*

RECIPE 1370g, Lens Shard x1, Green Fay Dust x10, Holy Orb x2

ATK	DEF	MATK	MDEF
8 (13)	37 (77)	—	—

—	—	—	10	—	5

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Female	1	Guard Stone 2

CREATED JEWELS

Guard Stone 2 / Time Stone 4 / Will Stone 5

HERO MASK

ACQUIRE

Scroll: *Bring the Cows Home 1 Quest*

RECIPE 70g, Leather x1, Blue Fay Dust x3, Yellow Fay Dust x3

ATK	DEF	MATK	MDEF
1 (6)	6 (58)	—	—

10	10	10	10	10	10

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	2	Stamina Stone 1

CREATED JEWELS

Stamina Stone 1 / Spirit Stone 4 / Big Charjade

IMPERSONATOR'S MASK

ACQUIRE

Purchase: *5000g (Hard)*
Scroll: *Great Galdes (Normal), Neo Larkeicus (All difficulties)*

RECIPE 1250g, Secret Scroll x1, Big One-Eye x2, Executioner Mask x1

ATK	DEF	MATK	MDEF
5 (10)	30 (77)	5 (12)	5 (12)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	3	—

CREATED JEWELS

Fruity Nugget / Vegetarium / Ryoko

IRON HELM

ACQUIRE

Purchase: *300g*
Scroll: *Shoppe (8g)*

RECIPE 80g, Iron x2, Skull x1

ATK	DEF	MATK	MDEF
—	8 (68)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Stamina Stone 1 / Hard Garnet / Strength Stone 6

JUSTICE MASK

ACQUIRE

Scroll: *Treasure Hunt 2 Quest high chest (Hard)*

RECIPE 660g, White Gold x3, Protective Shell x2, Alchemy Core x3

ATK	DEF	MATK	MDEF
8 (13)	37 (77)	—	—

10	10	10	20	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	1	Stamina Stone 1

CREATED JEWELS

Stamina Stone 1 / Spirit Stone 4 / Fortune Fluorite

KENDO MASK

ACQUIRE

Scroll: *Bring the Cows Home 1 Quest*

RECIPE 90g, Tree Branch x5, Bomb's Soul x1

ATK	DEF	MATK	MDEF
2 (12)	7 (59)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Strength Stone 1

CREATED JEWELS

Strength Stone 1 / Strength Stone 3 / Ebonite

KNIGHT HELM

ACQUIRE

Purchase: *750g*
Scroll: *Shoppe (19g)*

RECIPE 190g, Black Silver x2, Cockatrice Scale x2

ATK	DEF	MATK	MDEF
—	19 (74)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Guard Stone 1 / Draconium / Guard Stone 5

LAMIA HAIRCLIP

ACQUIRE

Scroll: *Culinary Capers 2 chest (Hard)*

RECIPE 440g, White Gold x5, Lava Spider Scale x1, Element Gem x5

ATK	DEF	MATK	MDEF
—	26 (61)	7 (14)	18 (48)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	2	—

CREATED JEWELS

Fire Stone 2 / Crimsanite / Anti-Burn Stone 5

LAYLE'S GOGGLES

ACQUIRE

Purchase: *1,000,000g (Very Hard)*

RECIPE —

ATK	DEF	MATK	MDEF
17 (19)	76 (113)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	3	—

CREATED JEWELS

Will Stone 3 / Big Charjade / Snake Eye

LITTLE KING'S CROWN

ACQUIRE

Scroll: *Lotsa Bosses Quest (Hard), Even More Bosses Quest (Hard), Biggest Baddest Bosses Quest (Hard)*

RECIPE 1820g, Ultima Silk x2, Grain of Light x10, Holy Orb x3

ATK	DEF	MATK	MDEF
—	3 (103)	—	—

—	—	—	—	—	40

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Clavats only	1	—

CREATED JEWELS

Guard Stone 3 / Guard Stone 4 / Guard Stone 6

MAGICAL HELMET!

ACQUIRE

Scroll: *Shoppe (169g, Hard)*

RECIPE 1690g, Adamantite x1, Magic Stone x3, Element Gem x3

ATK	DEF	MATK	MDEF
—	43 (68)	9 (11)	29 (46)

—	—	—	10	15	15

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Yukes only	1	—

CREATED JEWELS

Spirit Moonstone / Ecolandum / Magic Stone 6t

MAID HEADBAND

ACQUIRE

Scroll: *Fragile! 3 Quest*

RECIPE 300g, Fine Silk x1, White Dust x5, Dark Dust x5

ATK	DEF	MATK	MDEF
6	25	—	—

—	—	—	10	—	5

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All females	1	Holy Stone 1

CREATED JEWELS

Holy Stone 1 / Ecolandum / Extreme Mania

MINISTER'S GLASSES

ACQUIRE

Scroll: *Monster Collector 4 Quest (Hard)*

RECIPE 1820g, Ultima Silk x2, Lens Shard x1, Cornflower Seed x1

ATK	DEF	MATK	MDEF
—	3 (103)	—	—

—	—	—	—	40	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Selkie females only	1	—

CREATED JEWELS

Ward Stone 3 / Ward Stone 4 / Ward Stone 6

MONSTER MASK

ACQUIRE

Scroll: *Bring the Cows Home 3 Quest (Hard)*

RECIPE 1880g, Homonculus Core x2, Alchemy Core x5

ATK	DEF	MATK	MDEF
—	59 (94)	—	—

—	—	—	—	10	15

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Stamina Stone 2

CREATED JEWELS

Stamina Stone 2 / Anti-Stun Stone 4 / Stamina Stone 5

MYTHIC BEAST SALLET

ACQUIRE
Scroll: *Bridge Mimic (Very Hard)*

RECIPE 2130g, Yesteryear Watch x1, Old Hellish Iron x1, Gold Shard x10

ATK	DEF	MATK	MDEF
11 (13)	50 (80)	—	—

10	10	10	10	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	3	—

CREATED JEWELS
Wisdonium / Crimsonite / Holy Stone 6

MYTHRIL HELM

ACQUIRE
Scroll: *Shoppe (68g, Hard)*

RECIPE 680g, Mythril x1, Silver x1, Seraph Dust x1

ATK	DEF	MATK	MDEF
—	43 (83)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Hard Garnet / Ice Stone 4 / Fire Stone 5

NAVY CAP

ACQUIRE
Scroll: *Shoppe (49g, Hard)*

RECIPE 490g, Iron Silk x1, Fine Leather x1, Sturdy Vine x1

ATK	DEF	MATK	MDEF
—	39 (81)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Anti-Stun Stone 2 / Guard Stone 4 / Thunder Stone 5

NEW YOU WIG

ACQUIRE
Purchase: *1280g (Hard)*
Scroll: *Shoppe (32g, Hard)*

RECIPE 320g, Green Fay Dust x5, Mu Fur x3, Yew Branch x3

ATK	DEF	MATK	MDEF
—	32 (82)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Guard Stone 2 / Fortune Fluorite / Cat Eye

NINJA HEADGEAR

ACQUIRE
Scroll: *Treasure Hunt 2 Quest*

RECIPE 140g, Dark Dust x5, Silk x3, Cockatrice Feather x1

ATK	DEF	MATK	MDEF
3 (10)	13 (70)	—	—

—	—	—	—	—	15

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Assassinite

CREATED JEWELS
Assassinite / Dark Stone 2 / Dark Stone 5

NUN'S WIMPLE

ACQUIRE
Scroll: *Forest 2 Area chest*

RECIPE 250g, White Dust x5, Fine Silk x1

ATK	DEF	MATK	MDEF
—	23 (70)	3 (8)	10 (32)

—	—	—	—	—	15

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	1	Anti-Dark Stone 1

CREATED JEWELS
Anti-Dark Stone 1 / Anti-Dark Stone 3 / Anti-Dark Stone 5

ONION HELM

ACQUIRE
Scroll: *Hunt the Hidden 2 Quest*

RECIPE 1370g, Orichalcum x1, Yew Branch x5, Green Fay Dust x10

ATK	DEF	MATK	MDEF
1 (1)	48 (78)	1 (1)	1 (1)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	1	Guard Stone 2

CREATED JEWELS
Guard Stone 2 / Will Stone 4 / Holy Stone 5

ORANGE MAGIC HAT

ACQUIRE
Scroll: *Shoppe (94, Hard)*

RECIPE 940g, Mythril Silk x1, Yellow Orb x1, Jellyfish Bonbon x3

ATK	DEF	MATK	MDEF
—	36 (66)	8 (13)	24 (49)

15	—	15	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Anti-Zap Stone 2 / Anti-Zap Stone 4 / Anti-Zap Stone 5

PALADIN HELM

ACQUIRE
Scroll: *Bridge Area F chest, Bridge Mimic, Tower Area I chest*

RECIPE 320g, White Gold x2, White Silver x2, Seraph Dust x3

ATK	DEF	MATK	MDEF
5 (10)	28 (73)	—	—

—	—	—	—	—	20

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Clavats only	1	Guard Stone 2

CREATED JEWELS
Guard Stone 2 / Stamina Stone 3 / Guard Stone 5

PAVLOV MASK

ACQUIRE
Scroll: *Culinary Capers 4 Quest (Hard)*

RECIPE 3750g, Phoenix Down x5, Garuda Talon x1, Yew Branch x5

ATK	DEF	MATK	MDEF
—	3 (103)	—	—

—	—	—	10	20	20

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Lilty females only	1	—

CREATED JEWELS
Strength Stone 3 / Strength Stone 4 / Strength Stone 6

PENGUIN HOOD

ACQUIRE
Scroll: *Bring the Cows Home 3 Quest (Hard)*

RECIPE 1820g, Phoenix Down x5, Cornflower Fluid x1, Cockatrice Feather x3

ATK	DEF	MATK	MDEF
—	3 (103)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Selkie males only	1	—

CREATED JEWELS
Guard Stone 3 / Guard Stone 4 / Guard Stone 6

PINK MAGIC HAT

ACQUIRE
Purchase: *1420g (Hard)*
Scroll: *Shoppe (36g, Hard)*

RECIPE 360g, Iron Silk x1, Red Fay Dust x3, Jellyfish Bonbon x3

ATK	DEF	MATK	MDEF
—	26 (61)	7 (14)	17 (44)

20	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Magic Stone 2 / Ward Stone 4 / Tiger Eye

PIRATE HAT

ACQUIRE
Scroll: *Bridge Mimic, Tower Area I chest*

RECIPE 320g, Black Gold x2, Black Silver x2, Black Feather x2

ATK	DEF	MATK	MDEF
—	29 (61)	8 (15)	20 (50)

—	—	—	—	20	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Selkies only	1	Ward Stone 2

CREATED JEWELS
Ward Stone 2 / Spirit Stone 3 / Ward Stone 5

POT

ACQUIRE
Scroll: *Fire Fighters 1 Quest*

RECIPE 50g, Copper Shard x10

ATK	DEF	MATK	MDEF
1 (8)	5 (60)	—	—

—	—	—	5	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Spirit Stone 1

CREATED JEWELS
Spirit Stone 1 / Guard Stone 3 / Stamina Stone 5

POWERED VISOR

ACQUIRE
Purchase: *1130g*
Scroll: *Shoppe (29g)*

RECIPE 290g, Black Gold x1, One-Eye Wing x1, Tortoise Shell x2

ATK	DEF	MATK	MDEF
—	28 (73)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Strength Stone 1 / Time Stone 3 / Guard Stone 5

PRINCESS'S TIARA

ACQUIRE
Scroll: *Library 3 Area C chest, Library 3 Mimic*
RECIPE
280g, White Silver x3, Curious Petal x5, Element Gem x3

ATK	DEF	MATK	MDEF
—	23 (70)	5 (12)	10 (30)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	1	Ward Stone 1

CREATED JEWELS
Ward Stone 1 / Magic Stone 2 / Crimsonite

PROMISE VEIL

ACQUIRE
Scroll: *Fragile! 3 Quest*
RECIPE 1400g, Mythril Silk x5, White Dust x15, Grain of Light x3

ATK	DEF	MATK	MDEF
11 (13)	50 (80)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	1	Extreme Mania

CREATED JEWELS
Extreme Mania / Crimsonite / Spirit Stone 6

PURPLE MAGIC HAT

ACQUIRE
Scroll: *Shoppe (109g, Hard)*
RECIPE 1090g, Mythril Silk x1, Chimera Blood x1, Jellyfish Bonbon x1

ATK	DEF	MATK	MDEF
—	38 (65)	9 (14)	25 (42)

15	15	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Anti-Time Stone 2, Anti-Time Stone 4, Anti-Time Stone 5

RED HAT

ACQUIRE
Purchase: *690g*
Scroll: *Shoppe (18g)*
RECIPE 180g, Silk x1, Red Fay Dust x2, Elemental Gem x1

ATK	DEF	MATK	MDEF
—	13 (53)	5 (20)	9 (36)

10	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Anti-Burn Stone 1 / Anti-Burn Stone 3 / Anti-Burn Stone 6

RED MAGE HAT

ACQUIRE
Scroll: *Mimic (Library 2)*
RECIPE 220g, Fine Leather x1, Cockatrice Feather x1, Red Fay Dust x2

ATK	DEF	MATK	MDEF
3 (8)	16 (63)	5 (17)	8 (30)

5	5	5	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Crimsonite

CREATED JEWELS
Fire Stone 1, Crimsonite / Spirit Moonstone: L

ROBOT HEAD

ACQUIRE
Purchase: *1,000,000g (Very Hard)*
RECIPE —

ATK	DEF	MATK	MDEF
—	85 (107)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	3	—

CREATED JEWELS
Anti-Zap Stone 3 / Hard Garnet: L / Fortune Fluorite: L

SAGE'S HAT

ACQUIRE
Scroll: *Shoppe (31g)*
RECIPE 310g, Fine Leather x1, White Gold x1, Holy Orb x1

ATK	DEF	MATK	MDEF
—	23 (58)	6 (13)	15 (42)

—	—	—	—	—	10

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Wisdonium / Holy Stone 2 / Ward Stone 5

SCHOLAR'S HOOD

ACQUIRE
Purchase: *770g*
Scroll: *Shoppe (20g)*
RECIPE 200g, Fine Leather x1, Silk x1

ATK	DEF	MATK	MDEF
—	14 (54)	5 (20)	10 (40)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Knowledgium / Magic Stone 3 / Ward Stone 5

SCUBA MASK

ACQUIRE
Scroll: *Hunt the Hidden 2 Quest*
RECIPE 280g, Copper x5, Big One-Eye x3, Jellyfish Bonbon x1

ATK	DEF	MATK	MDEF
5 (10)	23 (70)	—	—

5	10	5	10	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Dark Stone 1 / Dark Stone 3 / Dark Stone 5

SHOGUN'S HELM

ACQUIRE
Scroll: *Lotsa Bosses Quest (Hard), Even More Bosses Quest (Hard), Biggest Baddest Bosses Quest (Hard)*
RECIPE 1820g, Ultimite x3, Dragon Horn x1, Holy Orb x3

ATK	DEF	MATK	MDEF
—	3 (103)	—	—

—	—	—	40	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Lilty males only	1	—

CREATED JEWELS
Strength Stone 3 / Strength Stone 4 / Strength Stone 6

SILVER GLASSES

ACQUIRE
Purchase: *390g*
Scroll: *Shoppe (10g)*
RECIPE 100g, Odd Angled Eye x1, Magic Stone x2

ATK	DEF	MATK	MDEF
—	8 (58)	3 (18)	5 (35)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Ward Stone 1 / Knowledgium / Magic Stone 6

SKULL MASK

ACQUIRE
Scroll: *Shoppe (128g, Hard)*
RECIPE 1280g, Skull x3, Sulfur Dust x3, Moogle Plant x3

ATK	DEF	MATK	MDEF
—	39 (66)	9 (14)	26 (43)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Holy Stone 2 / Anti-Stun Stone 4 / Holy Stone 5

SNIPER'S EYE

ACQUIRE
Scroll: *Bring the Cows Home 3 Quest*
RECIPE 350g, Black Gold x3, Big One-Eye x1, Alchemy Core x3

ATK	DEF	MATK	MDEF
—	31 (81)	5 (12)	—

—	—	—	15	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	2	—

CREATED JEWELS
Stamina Stone 2 / Big Quickener / Violence Eye

SPELL FENCER'S HOOD

ACQUIRE
Purchase: *450g*
Scroll: *Shoppe (12g)*
RECIPE 120g, Silk x1, Jellyfish Bonbon x2, White Dust x3

ATK	DEF	MATK	MDEF
—	12 (74)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Spirit Moonstone / Strength Stone 2 / Ward Stone 6

SPY MASK

ACQUIRE
Scroll: *Shop (135g, Hard)*
RECIPE 1350g, Orichalcum x1, Odd Angled Eye x2

ATK	DEF	MATK	MDEF
—	53 (85)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Draconium / Monkite / Will Stone 5

STAR BARRETTES

ACQUIRE

Scroll: *Fire Mountain 2 Area chest (Hard)*

RECIPE 870g, Steel x2, Yellow Orb x1, Grain of Light x1

ATK	DEF	MATK	MDEF
9 (14)	40 (80)	—	—

—	—	—	20	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	—	Bushidore

CREATED JEWELS

Anti-Frost Stone 2 / Bushidore / Ice Stone 5

STRIPED DOO-RAG

ACQUIRE

Scroll: *Monster Collector 1 Quest Area B ravine chest*

RECIPE 180g, Blue Fay Dust x3, Red Fay Dust x3, Silk x1

ATK	DEF	MATK	MDEF
—	17	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	1	Stamina Stone 1

CREATED JEWELS

Stamina Stone 1 / Monkite / Will Stone 5

SUMMONER'S HORN

ACQUIRE

Purchase: *990g*
Scroll: *Shoppe (25g)*

RECIPE 250g, Fine Silk x1, Mu Nose x2, Elemental Gem x1

ATK	DEF	MATK	MDEF
—	19 (59)	5 (15)	13 (43)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Planter / Spirit Stone 3 / Big Echolandum

SUNGLASSES

ACQUIRE

Scroll: *Bring the Cows Home 2 Quest (Hard)*

RECIPE 1400g, Lens Shard x1, Dark Orb x2

ATK	DEF	MATK	MDEF
11 (13)	50 (80)	—	—

—	—	—	—	5	5

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Gil Mania

CREATED JEWELS

Gil Maina / Wisdonium / Stamina Stone 6

TEMPLE HELM

ACQUIRE

Purchase: *980g*
Scroll: *Shoppe (25g)*

RECIPE 250g, White Silver x1, Grain of Light x2, Sahagin Fin x1,

ATK	DEF	MATK	MDEF
—	25 (77)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Will Stone 1 / Anti-Stun Stone 3 / Holy Stone 5

TRAVELER'S HAIR CLIP

ACQUIRE

Purchase: *30g*
Other: *Starting equipment (all tribes)*

RECIPE —

ATK	DEF	MATK	MDEF
—	2 (29)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Fruity Nugget / Gil Mania / Albinore

VALKYRIE SALLET

ACQUIRE

Purchase: *1070g*
Scroll: *Shoppe (27g)*

RECIPE 270g, Gold x3, Black Gold x1, Jellyfish Bonbon x2

ATK	DEF	MATK	MDEF
—	20 (62)	6 (13)	13 (40)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Time Stone 1 / Will Stone 3 / Dark Stone 6

WAR GOD SALLET

ACQUIRE

Scroll: *Shoppe (169g, Hard)*

RECIPE 1690g, Adamantite x1, Abyssian x1, Tortoise Shell x3

ATK	DEF	MATK	MDEF
11 (13)	51 (81)	—	—

—	—	—	30	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Lilties only	1	—

CREATED JEWELS

Might Malachite / Charjade / Strength Stone 6

WARLORD VISOR

ACQUIRE

Scroll: *Shoppe (102g, Hard)*

RECIPE 1020g, Steel x3, Orichalcum x1, Green Fay Dust x5

ATK	DEF	MATK	MDEF
—	50 (87)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Strength Stone 2 / Holy Stone 4 / Fire Stone 5

WARRIOR SALLET

ACQUIRE

Scroll: *Culinary Capers 3 Quest chest (final Area)*

RECIPE 230g, Steel x1, Gold x2, Sturdy Vine x1

ATK	DEF	MATK	MDEF
4 (9)	20 (67)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	1	Bushidore

CREATED JEWELS

Bushidore / Charjade / Stamina Stone 5

WHITE KNIGHT SALLET

ACQUIRE

Scroll: *Shoppe (169g, Hard)*

RECIPE 1690g, Adamantite x1, Orichalcum x1, Holy Orb x3

ATK	DEF	MATK	MDEF
—	57 (84)	—	—

—	—	—	—	—	30

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Clavats only	1	—

CREATED JEWELS

Hard Garnet / Ecolandum / Guard Stone 6

WHITE MAGE HOOD

ACQUIRE

Purchase: *320g*
Scroll: *Shoppe (8g)*

RECIPE 80g, Silk x1, Grain of Light x1, White Dust x1

ATK	DEF	MATK	MDEF
—	6 (51)	2 (14)	4 (34)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Spirit Stone 1 / Albinore / Violence Eye

WIZARD HAT

ACQUIRE

Scroll: *Bridge Mimic, Tower Area I chest*

RECIPE 320g, Black Gold x2, Black Silver x2, Sulfur Dust x3

ATK	DEF	MATK	MDEF
—	50 (75)	—	25 (42)

—	—	—	5	10	10

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Yukes only	1	Magic Stone 2

CREATED JEWELS

Magic Stone 2 / Spirit Stone 3 / Magic Stone 5

WRESTLER MASK

ACQUIRE

Scroll: *Shoppe (90g, Hard)*

RECIPE 900g, Cockatrice Feather x3, One-Eye Wing x1, Mu Fur x3

ATK	DEF	MATK	MDEF
—	46 (86)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Might Malachite / Fire Stone 2 / Might Malachite: L

YELLOW CONE HAT

ACQUIRE

Purchase: *840g*
Scroll: *Shoppe (21g)*

RECIPE 210g, Fine Leather x1, Yellow Stone x2, Magic Stone x1

ATK	DEF	MATK	MDEF
—	16 (63)	5 (17)	11 (43)

—	—	10	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Zap Stone 1 / Anti-Zap Stone 3 / Anti-Zap Stone 6

BODY ARMOR

ADAMAN MAIL

ACQUIRE

Scroll: *Shoppe (64g)*

RECIPE *640g, Adaman Shell x3, White Gold x1, Protective Shell x1*

ATK	DEF	MATK	MDEF
0	36 (93)	0	0

—	—	—	—	—	10

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Hard Garnet / Anti-Stun Stone 2 / Strength Stone 5

ANGEL RAIMENT

ACQUIRE

Scroll: *Shoppe (338g, Hard)*

RECIPE **Order:** *3380g, Adamantite x1, Ultima Silk x1, Giant Lizard Hide x1*

ATK	DEF	MATK	MDEF
—	68 (100)	—	—

—	—	—	—	30	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Selkies only	1	—

CREATED JEWELS

Fortune Fluorite / Chorjade / Ward Stone 6

ARMY UNIFORM

ACQUIRE

Purchase: *3900g (Hard)*
Scroll: *Shoppe (98g, Hard)*

RECIPE *980g, Iron Silk x3, White Silver x1, Flan Goop x1*

ATK	DEF	MATK	MDEF
—	43 (100)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Time Stone 2 / Fire Stone 4 / Hard Garnet: L

ASSASSIN'S VEST

ACQUIRE

Scroll: *Shoppe (173g, Hard)*

RECIPE **Order:** *1730g, Mythril Silk x3, Black Gold x1, Sulfur Dust x2*

ATK	DEF	MATK	MDEF
—	53 (105)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Dark Stone 2 / Dark Stone 4 / Anti-Dark Stone 5

BANDIT CLOTHES

ACQUIRE

Scroll: *Shoppe (203g, Hard)*

RECIPE *2030g, Mythril Silk x2, Mimic Slough x1, Green Fay Dust x5*

ATK	DEF	MATK	MDEF
—	57 (104)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Assassinite / Fortune Fluorite / Knowledgium

BERSERK PLATE

ACQUIRE

Purchase: *3300g (Hard)*
Scroll: *Shoppe (83g, Hard)*

RECIPE *83g, Mu Fur x10*

ATK	DEF	MATK	MDEF
—	—	41 (96)	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Strength Stone 1 / Fruity Nugget / Wild Eye

BLACK FUR COAT

ACQUIRE

Purchase: *1830g*
Scroll: *Shoppe (46g)*

RECIPE *460g, Mu Fur x3, Silk x1, Dark Dust x5*

ATK	DEF	MATK	MDEF
—	21 (68)	5 (15)	11 (38)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Planter / Ward Stone 3 / Anti-Time Stone 6

BLACK KNIGHT PLATE

ACQUIRE

Scroll: *Bridge Mimic (Very Hard)*

RECIPE *4380g, Giant Crab Shell x1, Dark Orb x5, Old Hellish Iron x1*

ATK	DEF	MATK	MDEF
17 (17)	87 (107)	—	—

—	—	—	—	—	25

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Lilies only	3	—

CREATED JEWELS

Dark Stone 3 / Might Malachite: L / Dark Stone 5

BLACK MAGE ROBE

ACQUIRE

Purchase: *480g*
Scroll: *Shoppe (12g)*

RECIPE *120g, Silk x1, Dark Dust x3, Elemental Gem x1*

ATK	DEF	MATK	MDEF
—	7 (67)	2 (17)	3 (28)

—	—	—	—	—	5

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Spirit Moonstone / Ebonite / Dragon Eye

BLAZER SET

ACQUIRE

Scroll: *Shoppe (113g, Hard)*

RECIPE *1130g, Fine Silk x5, White Dust x5, Green Fay Dust x5*

ATK	DEF	MATK	MDEF
—	45 (95)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Stamina Stone 2 / Holy Stone 4 / Spirit Moonstone: L

BLUE CLOTHES

ACQUIRE

Purchase: *1230g*
Scroll: *Shoppe (31g)*

RECIPE *310g, Silk x2, Blue Fay Dust x3, Elemental Gem x1*

ATK	DEF	MATK	MDEF
—	15 (70)	4 (16)	8 (38)

—	10	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Frost Stone 1 / Anti-Frost Stone 3 / Anti-Frost Stone 6

BLUE MAGE CLOAK

ACQUIRE

Purchase: *330g*
Scroll: *Shoppe (9g)*

RECIPE *90g, Silk x1, Blue Fay Dust x3*

ATK	DEF	MATK	MDEF
—	5 (60)	1 (11)	3 (35)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Fruity Nugget / Vegetarium / Snake Eye

BLUE NOVICE HABIT

ACQUIRE

Scroll: *Fire Mountain 2 Area F chest (Hard)*

RECIPE *1800g, Steel x3, Giant Toad Meat x1, Grain of Light x3*

ATK	DEF	MATK	MDEF
10 (15)	48 (95)	—	—

—	—	—	20	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	1	Bushidore

CREATED JEWELS

Anti-Burn Stone 2 / Bushidore / Ice Stone 5

BLUE ROBE

ACQUIRE

Scroll: *Shoppe (165g, Hard)*

RECIPE *1650g, Mythril Silk x1, Blue Orb x1, Magic Stone x3*

ATK	DEF	MATK	MDEF
—	38 (75)	7 (12)	19 (41)

—	20	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Ward Stone 2 / Anti-Frost Stone 4 / Anti-Frost Stone 5

BRONZE CORSLET

ACQUIRE

Purchase: *300g*
Scroll: *Shoppe (8g)*

RECIPE *80g, Copper x2*

ATK	DEF	MATK	MDEF
—	7 (84)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Vegetarium / Fruity Nugget / Gigas Eye

BULL HARNESS

ACQUIRE

Purchase: *1800g*
Scroll: *Shoppe (45g)*

RECIPE 450g, Copper x7, White Silver x3, Buffasaur Shell x1

ATK	DEF	MATK	MDEF
—	28 (93)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Anti-Stun Stone 1 / Stamina Stone 3 / Anti-Stun Stone 5

CARAVAN CLOTHES

ACQUIRE

Purchase: *2700g (Hard)*
Scroll: *Shoppe (68g, Hard)*

RECIPE 680g, Fine Silk x3

ATK	DEF	MATK	MDEF
—	38 (98)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Guard Stone 2 / Fortune Fluorite / Cat Eye

CHAINMAIL

ACQUIRE

Purchase: *750g*
Scroll: *Shoppe (19g)*

RECIPE 190g, Leather x2, Iron x3

ATK	DEF	MATK	MDEF
—	13 (93)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Guard Stone 1 / Hard Garnet / Guard Stone 6

CLAY DOLL ARMOR

ACQUIRE

Scroll: *Monster Mash 3 Quest*

RECIPE 670g, Protective Shell x1, Dragon Scale x1, Veriaul Alloy x1

ATK	DEF	MATK	MDEF
—	37 (97)	—	5 (12)

—	—	—	40	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	2	—

CREATED JEWELS
Spirit Stone 2 / Assassinite / Stamina Stone 6

CLOTHES OF JUSTICE

ACQUIRE

Scroll: *Treasure Hunt 2 Quest Area B high chest (Hard)*

RECIPE 1450g, Iron Silk x3, Defense Propeller x1, Phoenix Down x3

ATK	DEF	MATK	MDEF
9 (16)	44 (91)	—	—

10	10	10	20	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	1	Stamina Stone 4

CREATED JEWELS
Will Stone 2 / Stamina Stone 4 / Spirit Moonstone

COWBOY OUTFIT

ACQUIRE

Purchase: *2850g (Hard)*
Scroll: *Shoppe (72g, Hard)*

RECIPE 720g, Fine Leather x3, Oak Branch x5

ATK	DEF	MATK	MDEF
7 (14)	34 (89)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Stamina Stone 2 / Might Malachite / Berserk Eye

CREATURE SUIT

ACQUIRE

Scroll: *River Belle Mimic*

RECIPE 670g, Mu Fur x10, Moogle Plant x10, Yellow Feather x5

ATK	DEF	MATK	MDEF
5 (10)	38 (98)	—	—

—	—	—	—	25	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	2	—

CREATED JEWELS
Gil Mania / Extreme Mania / Spirit Stone 6

DARK HARNESS

ACQUIRE

Scroll: *Shoppe (270g, Hard)*

RECIPE 2700g, Abyssian x3, Black Gold x3, Dark Orb x3

ATK	DEF	MATK	MDEF
—	62 (99)	—	—

—	—	—	—	—	25

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Dark Stone 2 / Anti-Dark Stone 4 / Dark Stone 5

DRAGON HARNESS

ACQUIRE

Purchase: *1650g*
Scroll: *Shoppe (42g)*

RECIPE 420g, Gold x3, Yellow Stone x3, Lizard Scale x1

ATK	DEF	MATK	MDEF
—	26 (86)	—	—

—	—	10	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Thunder Stone 1 / Thunder Stone 3 / Thunder Stone 6

DRAGOON HARNESS

ACQUIRE

Purchase: *1050g*
Scroll: *Shoppe (27g)*

RECIPE 270g, Iron x1, Lizard Scale x1, Flan Goop x1

ATK	DEF	MATK	MDEF
0	17 (92)	0	0

—	—	—	10	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Draconium / Anti-Stun Stone 3 / Anti-Stun Stone 6

DRESS AND APRON

ACQUIRE

Scroll: *Monster Collector 1 Quest Area B ravine chest*

RECIPE 350g, Blue Fay Dust x5, Blue Stone x1, Silk 1

ATK	DEF	MATK	MDEF
—	20 (85)	3 (10)	8 (33)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	1	Fortune Fluorite

CREATED JEWELS
Fortune Fluorite / Quickener / Time Stone 5

EARTH ROBE

ACQUIRE

Scroll: *Shoppe (278g)*

RECIPE 2780g, Mythril Silk x3, Curious Petal x3, Green Fay Dust x5

ATK	DEF	MATK	MDEF
—	47 (74)	9 (11)	23 (38)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Holy Stone 2 / Anti-Stun Stone 4 / Holy Stone 5

FAIRYTALE FROCK

ACQUIRE

Scroll: *Fake Fight Frenzy 2 Quest (Hard)*

RECIPE 1300g, Big One-Eye x3, Odd Angled Eye x3, Unknown Seed x3

ATK	DEF	MATK	MDEF
8 (13)	42 (87)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Spirit Stone 2

CREATED JEWELS
Spirit Stone 2 / Magic Stone 4 / Big Quickener

FAKE PAVLOV CLOTHES

ACQUIRE

Scroll: *Monster Mash 3 Quest (Hard)*

RECIPE 3750g, Phoenix Down x10, Moogle Plant x10, Cockatrice Feather x10

ATK	DEF	MATK	MDEF
—	5	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Yukes only	1	—

CREATED JEWELS
Magic Stone 3 / Magic Stone 4 / Small Amethyst

FIEND'S HARNESS

ACQUIRE

Scroll: *Fire Mountain 2 Area F chest (Hard)*

RECIPE 1800g, Steel x3, Lava Spider Scale x1, Little Thorn x3

ATK	DEF	MATK	MDEF
10 (15)	48 (95)	—	—

—	—	—	20	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	1	Bushidore

CREATED JEWELS
Bushidore / Anti-Burn Stone 4 / Fire Stone 5

FLAME HARNESS

ACQUIRE

Purchase: 1350g
Scroll: Shoppe (34g)

RECIPE 340g, Silver x3, Red Stone x2, Elemental Gem x1

ATK	DEF	MATK	MDEF
—	22 (92)	—	—

10	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Fire Stone 1 / Fire Stone 3 / Fire Stone 6

FLAYER ARMOR

ACQUIRE

Scroll: Shoppe (300g, Hard)

RECIPE 3000g, Abyssian x3, Black Gold x2, Magic Stone x3

ATK	DEF	MATK	MDEF
—	66 (106)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Anti-Burn Stone 2 / Will Stone 4 / Time Stone 5

FROG COSTUME

ACQUIRE

Scroll: Bridge Areas B and F chests, Bridge Mimic, Tower Area D chest

RECIPE 640g, White Gold x3, White Silver x2, Sahagin Fin x2

ATK	DEF	MATK	MDEF
—	37 (97)	—	—

—	—	—	20	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Lilties only	1	Strength Stone 2

CREATED JEWELS
Strength Stone 2 / Stamina Stone 3 / Strength Stone 5

FROST ARMOR

ACQUIRE

Purchase: 1200g
Scroll: Shoppe (30g)

RECIPE 300g, Silver x2, Blue Stone x2, Elemental Gem x1

ATK	DEF	MATK	MDEF
0	20 (95)	0	0

—	10	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Ice Stone 1 / Ice Stone 3 / Ice Stone 6

GAMBLER'S GEAR

ACQUIRE

Purchase: 2100g
Scroll: Shoppe (53g)

RECIPE 530g, Fine Leather x2, Stained Fin x1, Black Feather x3

ATK	DEF	MATK	MDEF
—	32 (99)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Time Stone 1 / Gil Mania / Fortune Fluorite

GIANT'S HARNESS

ACQUIRE

Scroll: Shoppe (143g, Hard)

RECIPE 1430g, White Gold x3, Big One-Eye x1, Green Fay Dust x5

ATK	DEF	MATK	MDEF
—	49 (104)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Thunder Stone 2 / Thunder Stone 4 / Hard Garnet: L

GRAY FUR COAT

ACQUIRE

Purchase: 2280g
Scroll: Shoppe (57g)
Other: Scratch Card 02—07

RECIPE 570g, Mu Fur x5, Fine Silk x1, Feline Spirit x1

ATK	DEF	MATK	MDEF
—	26 (81)	6 (13)	13 (40)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Quickener / Anti-Time Stone 3 / Ward Stone 5

GREEN CLOTHES

ACQUIRE

Purchase: 1080g
Scroll: Shoppe (27g)

RECIPE 270g, Silk x2, Green Fay Dust x3

ATK	DEF	MATK	MDEF
—	13 (70)	4 (19)	6 (31)

—	—	—	10	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Anti-Stun Stone 1 / Holy Stone 3 / Holy Stone 6

HADES HARNESS

ACQUIRE

Scroll: Invisible Stalkers 2 Quest (Hard)

RECIPE 3380g, Ultimite x5, Old Hellish Iron x1, Mage's Gravepost x1

ATK	DEF	MATK	MDEF
—	60 (90)	—	25 (40)

—	—	—	—	—	30

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Spirit Stone 2

CREATED JEWELS
Spirit Stone 2 / Anti-Dark Stone 4 / Spirit Stone 5

HEAD MAID'S OUTFIT

ACQUIRE

Scroll: Monster Mash 2 Quest (Hard)

RECIPE 2750g, Mythril Silk x3, Green Fay Dust x20, Holy Orb x5

ATK	DEF	MATK	MDEF
9 (16)	44 (91)	—	—

5	5	5	10	—	5

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	1	—

CREATED JEWELS
Guard Stone 2 / Time Stone 4 / Will Stone 5

IRON ARMOR

ACQUIRE

Purchase: 600g
Scroll: Shoppe (15g)

RECIPE 150g, Iron x3, Flan Goop x1

ATK	DEF	MATK	MDEF
—	11 (93)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Stamina Stone 1 / Hard Garnet / Strength Stone 6

KENDO ARMOR

ACQUIRE

Scroll: Bring the Cows Home 1 Quest

RECIPE 170g, Tree Branch x5, Oak Branch x3, Bomb's Soul x3

ATK	DEF	MATK	MDEF
2 (12)	10 (85)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Strength Stone 1

CREATED JEWELS
Strength Stone 1 / Strength Stone 2 / Ebonite

KNIGHT ARMOR

ACQUIRE

Purchase: 1500g
Scroll: Shoppe (38g)

RECIPE 380g, Black Silver x1, Tortoise Shell x1, Lava Spider Scale x1

ATK	DEF	MATK	MDEF
—	24 (94)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Guard Stone 1 / Draconium / Guard Stone 5

KUNG FU GI

ACQUIRE

Scroll: Aqueducts Entrance 2 Area E chest

RECIPE 320g, Silk x2, Giant Toad Meat x1

ATK	DEF	MATK	MDEF
4 (14)	18 (85)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Monkite

CREATED JEWELS
Monkite / Will Stone 2 / Strength Stone 5

LAYLE'S JACKET

ACQUIRE

Purchase: 1,000,000g (Very Hard)

RECIPE —

ATK	DEF	MATK	MDEF
20 (22)	90 (112)	—	—

—	—	—	55	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Clavat males only	3	—

CREATED JEWELS
Will Stone 3 / Charjade / Snake Eye

LITTLE KING'S ROBE

ACQUIRE

Scroll: *Lotsa Bosses Quest (Hard), Even More Bosses Quest (Hard), Biggest Baddest Bosses Quest (Hard)*

RECIPE 3750g, Ultima Silk x3, Secret Scroll x1, Holy Orb x5

ATK	DEF	MATK	MDEF
—	5 (130)	—	—

—	—	—	—	—	40

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Clavats only	1	—

CREATED JEWELS

Guard Stone 3 / Guard Stone 4 / Small Citrine

MAGE MAIL

ACQUIRE

Scroll: *Biggest Baddest Bosses Quest*

RECIPE 670g, Machine Casing x1, Alchemy Core x5, Veriaul Battery x1

ATK	DEF	MATK	MDEF
—	30 (77)	4 (9)	14 (39)

—	—	—	50	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	2	—

CREATED JEWELS

Stamina Stone 2 / Big Quickener / Violence Eye

MAGICAL MAIL!

ACQUIRE

Scroll: *Shoppe (338g, Hard)*

RECIPE 3380g, Adamantite x1, Magic Stone x3, Mage's Gravepost x1

ATK	DEF	MATK	MDEF
—	51 (76)	11 (16)	26 (41)

—	—	—	10	15	15

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Spirit Moonstone / Ecolandum / Magic Stone 6

MAID OUTFIT

ACQUIRE

Scroll: *Fragile! 3 Quest*
Other: *Scratch Card 01—09*

RECIPE 610g, Fine Silk x2, White Dust x5, Dark Dust x5

ATK	DEF	MATK	MDEF
6 (13)	31 (96)	—	—

—	—	—	10	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	1	Holy Stone 1

CREATED JEWELS

Holy Stone 1 / Ecolandum / Extreme Mania

MARTIAL ARTS GI

ACQUIRE

Scroll: *Monster Collector 1 Quest chest*

RECIPE 350g, Silk x3, Sturdy Vine x1

ATK	DEF	MATK	MDEF
4 (14)	20 (85)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Might Malachite

CREATED JEWELS

Might Malachite / Monkite / Will Stone 5

MILITARY ARMOR

ACQUIRE

Scroll: *Bring the Cows Home 1 (Hard)*

RECIPE 1030g, Iron Silk x3, Iron x10

ATK	DEF	MATK	MDEF
8 (15)	39 (91)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	2	—

CREATED JEWELS

Ice Stone 2 / Strength Stone 4 / Might Malachite: L

MINISTER'S ROBES

ACQUIRE

Scroll: *Monster Collector 4 Quest*

RECIPE 3750g, Ultima Silk x3, Carniflower Seed x1, Holy Orb x5

ATK	DEF	MATK	MDEF
—	5 (13)	—	—

—	—	—	—	40	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Selkie females only	1	—

CREATED JEWELS

Ward Stone 3 / Ward Stone 4 / Small Topaz

MONARCH'S ROBE

ACQUIRE

Scroll: *Shoppe (308g, Hard)*

RECIPE 3080g, Mythril Silk x3, Chimera Blood x1, Element Gem x3

ATK	DEF	MATK	MDEF
—	50 (80)	9 (11)	25 (42)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Time Stone 2 / Ward Stone 4 / Anti-Dark Stone 5

MYTHIC BEAST PLATE

ACQUIRE

Scroll: *Bridge Mimic (Very Hard)*

RECIPE 4380g, Yesteryear Watch x1, Wandering Soul x1, Giant Crab Shell x1

ATK	DEF	MATK	MDEF
12 (14)	59 (94)	—	—

10	10	10	10	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	3	—

CREATED JEWELS

Crimsanite / Wisdonium / Holy Stone 6

MYTHRIL ARMOR

ACQUIRE

Scroll: *Shoppe (158g, Hard)*

RECIPE 1580g, Mythril x2, Silver x3, Chimera Blood x1

ATK	DEF	MATK	MDEF
—	51 (101)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Hard Garnet / Ice Stone 4 / Fire Stone 5

NAVY UNIFORM

ACQUIRE

Scroll: *Shoppe (128g, Hard)*

RECIPE 1280g, Iron Silk x3, Fine Leather x1, Unknown Seed x1

ATK	DEF	MATK	MDEF
—	47 (99)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Stun Stone 2 / Guard Stone 4 / Thunder Stone 5

NINJA GETUP

ACQUIRE

Scroll: *Invisible Stalkers 1 Quest*

RECIPE 280g, Dark Dust x5, Silk x3, Cockatrice Feather x2

ATK	DEF	MATK	MDEF
3 (10)	15 (82)	—	—

—	—	—	—	—	15

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Assassinite

CREATED JEWELS

Assassinite / Dark Stone 2 / Dark Stone 5

NUN'S HABIT

ACQUIRE

Scroll: *Forest 2 Area E chest*

RECIPE 500g, White Dust x10, Fine Silk x1, Silk x3

ATK	DEF	MATK	MDEF
—	28 (85)	3 (8)	11 (36)

—	—	—	—	—	15

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	1	Anti-Dark Stone 1

CREATED JEWELS

Anti-Dark Stone 1 / Anti-Dark Stone 3 / Anti-Dark Stone 6

ONION ARMOR

ACQUIRE

Scroll: *Hunt the Hidden 2 Quest (Hard)*

RECIPE 2750g, Orichalcum x3, Yew Branch x10, Green Fay Dust x5

ATK	DEF	MATK	MDEF
5 (5)	60 (97)	5 (7)	5 (7)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	1	—

CREATED JEWELS

Guard Stone 2 / Will Stone 4 / Holy Stone 5

ORANGE ROBE

ACQUIRE

Scroll: *Shoppe (218g, Hard)*

RECIPE 2180g, Mythril Silk x2, Yellow Orb x1, Magic Stone x3

ATK	DEF	MATK	MDEF
—	43 (80)	8 (13)	21 (43)

15	—	15	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Zap Stone 2 / Anti-Zap Stone 4 / Anti-Zap Stone 5

PALADIN ARMOR

ACQUIRE

Scroll: *Bridge Areas B & F chest, Bridge Mimic, Tower Area D chest*

RECIPE 640g, White Gold x3, White Silver x2, Grain of Light x3

ATK	DEF	MATK	MDEF
5 (10)	38 (98)	—	—

—	—	—	—	—	20

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Clavats only	1	Guard Stone 2

CREATED JEWELS

Guard Stone 2 / Stamina Stone 3 / Guard Stone 5

PARALLEL WORLD GARB

ACQUIRE

Purchase: *1,000,000g (Very Hard)*

RECIPE —

ATK	DEF	MATK	MDEF
10 (10)	90 (112)	10 (10)	25 (30)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	3	—

CREATED JEWELS

Holy Stone 3 / Big Ecolandum / Gigas Eye

PASTEL FUR COAT

ACQUIRE

Purchase: *930g*
Scroll: *Shoppe (24g)*

RECIPE 240g, Mu Fur x3, Silk x1

ATK	DEF	MATK	MDEF
—	11 (68)	3 (15)	6 (36)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Magic Stone 1 / Widsanium / Time Stone 6

PAVLOV CLOTHES

ACQUIRE

Scroll: *Monster Mash 3 Quest (Hard)*

RECIPE 3750g, Phoenix Down x15, Garuda Feather x1, Yew Branch x10

ATK	DEF	MATK	MDEF
—	5 (130)	—	—

—	—	—	10	20	20

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Lilty females only	1	—

CREATED JEWELS

Strength Stone 3 / Strength Stone 4 / Small Emerald

PENGUIN COSTUME

ACQUIRE

Scroll: *Bring the Cows Home 3 Quest (Hard)*

RECIPE 3750g, Phoenix Down x10, Moogle Plant x10, Cockatrice Feather x10

ATK	DEF	MATK	MDEF
—	5 (130)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Selkie males only	1	—

CREATED JEWELS

Ward Stone 3 / Ward Stone 4 / Small Morion

PINK ROBE

ACQUIRE

Purchase: *3600g (Hard)*
Scroll: *Shoppe (90g, Hard)*

RECIPE 900g, Iron Silk x1, Red Stone x5, Magic Stone x3

ATK	DEF	MATK	MDEF
0	31 (73)	7 (14)	15 (40)

20	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Magic Stone 2 / Ward Stone 4 / Tiger Eye

PIRATE OUTFIT

ACQUIRE

Scroll: *Bridge Area H chest, Bridge Mimic, Tower Area D chest*

RECIPE 640g, Black Gold x3, Black Silver x2, Chimera Blood x2

ATK	DEF	MATK	MDEF
8 (13)	42 (87)	—	—

—	—	—	—	20	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Selkies only	1	Ward Stone 2

CREATED JEWELS

Ward Stone 2 / Spirit Stone 3 / Ward Stone 5

POWERED SUIT

ACQUIRE

Purchase: *2250g*
Scroll: *Shoppe (57g)*

RECIPE 570g, Black Gold x2, Fine Leather x1, Chimera Blood x1

ATK	DEF	MATK	MDEF
—	34 (89)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Strength Stone 1 / Time Stone 3 / Guard Stone 5

PROMISE DRESS

ACQUIRE

Scroll: *Bring the Cows Home 2 Quest (Hard)*

RECIPE 330g, Mythril Silk x7, Holy Orb x5, White Dust x20

ATK	DEF	MATK	MDEF
12 (14)	59 (94)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	1	Extreme Mania

CREATED JEWELS

Extreme Mania / Crimsonite / Spirit Stone 5

PROMISE SUIT

ACQUIRE

Scroll: *Bring the Cows Home 2 Quest (Hard)*

RECIPE 3130g, Mythril Silk x7, Holy Orb x5, White Dust x20

ATK	DEF	MATK	MDEF
12 (14)	59 (94)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	1	Gil Mania

CREATED JEWELS

Gil Mania / Wisdonium / Stamina stone 5

PURPLE ROBE

ACQUIRE

Scroll: *Shoppe (255g, Hard)*

RECIPE 2550g, Mythril Silk x3, Element Gem x2, Magic Stone x3

ATK	DEF	MATK	MDEF
—	44 (76)	9 (14)	22 (37)

15	15	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Time Stone 2 / Anti-Time Stone 4 / Anti-Time Stone 5

RED CLOTHES

ACQUIRE

Purchase: *1380*
Scroll: *Shoppe (35g)*

RECIPE 350g, Silk x2, Red Fay Dust x2, Elemental Gem x1

ATK	DEF	MATK	MDEF
—	17 (72)	5 (20)	8 (33)

10	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Anti-Burn Stone 1 / Anti-Burn Stone 3 / Anti-Burn Stone 6

RED MAGE CLOAK

ACQUIRE

Scroll: *Library 2 Mimic*

RECIPE 440g, Fine Silk x2, Alchemy Core x2, Red Stone x1

ATK	DEF	MATK	MDEF
5 (15)	20 (80)	5 (17)	5 (20)

5	5	5	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Crimsonite

CREATED JEWELS

Fire Stone 1 / Crimsonite / Spirit Moonstone

RED MAID'S OUTFIT

ACQUIRE

Scroll: *Culinary Capers 2 chest (Hard)*

RECIPE 1030g, Iron Silk x3, Red Fay Dust x10, Moogle Plant x3

ATK	DEF	MATK	MDEF
8 (15)	39 (91)	—	—

10	—	—	10	—	5

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	2	—

CREATED JEWELS

Fire Stone 2 / Crimsonite / Anti-Burn Stone 5

RED NOVICE HABIT

ACQUIRE

Scroll: *Materials Hunt! Quest chest*

RECIPE 460g, Steel x3, Tortoise Shell x2, Bone x3

ATK	DEF	MATK	MDEF
5 (12)	24 (79)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Females only	1	Bushidore

CREATED JEWELS

Bushidore / Charjade / Spirit Stone 5

ROBOT BODY

ACQUIRE

Purchase: *1,000,000g (Very Hard)*

RECIPE

—

ATK	DEF	MATK	MDEF
—	100 (125)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	3	—

CREATED JEWELS

Anti-Zap Stone 3 / Hard Garnet: L / Fortune Fluorite: L

ROYAL ARMOR

ACQUIRE

Scroll: *Invisible Stalkers Quest (Hard)*

RECIPE *3380g, Ultimite x3, Orichalcum x5, Element Gem x5*

ATK	DEF	MATK	MDEF
10 (12)	61 (91)	5 (7)	—

5	5	5	5	5	5

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Stamina Stone 2

CREATED JEWELS

Stamina Stone 2 / Anti-Stun Stone 4 / Stamina Stone 5

SAILOR OUTFIT

ACQUIRE

Scroll: *Invisible Stalkers 1 Quest (Hard)*

RECIPE *1450g, Fine Silk x5, Pink Book x1, White Dust x20*

ATK	DEF	MATK	MDEF
—	45 (95)	5 (10)	5 (12)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Female Clavats & Selkies only	1	Spirit Stone 4

CREATED JEWELS

Fruity Nugget / Spirit Stone 4 / Fortune Fluorite

SCHOLAR'S CLOTHES

ACQUIRE

Purchase: *1530g*
Scroll: *Shoppe (39g)*

RECIPE *390g, Fine Silk x1, Flan Goop x2, Giant Toad Tongue x1*

ATK	DEF	MATK	MDEF
—	18 (70)	5 (17)	9 (34)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Knowledgium / Magic Stone 3 / Ward Stone 5

SCUBA GEAR

ACQUIRE

Scroll: *Monster Mash 2 Quest*

RECIPE *540g, Copper x10, Scorpion Shell x1, Sahagin Fin x3*

ATK	DEF	MATK	MDEF
12 (29)	58 (180)	—	—

5	10	5	10	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Dark Stone 1 / Dark Stone 3 / Anti-Dark Stone 5

SEER'S ROBES

ACQUIRE

Scroll: *Shoppe (65g)*

RECIPE *650g, Fine Leather x2, Magic Vase Shard x3, Magician's Soul x1*

ATK	DEF	MATK	MDEF
—	27 (69)	6 (13)	14 (39)

—	—	—	—	—	10

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Wisdonium / Holy Stone 2 / Magic Stone 5

SHOGUN HARNESS

ACQUIRE

Scroll: *Lotsa Bosses Quest (Hard), Even More Bosses Quest (Hard), Biggest Baddest Bosses Quest (Hard)*

RECIPE *3750g, Ultimite x5, Giant Crab Shell x1, Holy Orb x5*

ATK	DEF	MATK	MDEF
—	5 (13)	—	—

—	—	—	40	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Lilty males only	1	—

CREATED JEWELS

Strength Stone 3 / Strength Stone 4 / Small Ruby

SOLDIER'S SUIT

ACQUIRE

Purchase: *450g*
Scroll: *Shoppe (12g)*

RECIPE *120g, Copper x2, Lizard Scale x1*

ATK	DEF	MATK	MDEF
—	9 (86)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Might Malachite / Anti-Dark Stone 2 / Anti-Stun Stone 6

SORCERER ROBE

ACQUIRE

Scroll: *Graveyard Area I chest (Hard)*

RECIPE *2750g, Mythril Silk x3, Dark Orb x3, Skull x4*

ATK	DEF	MATK	MDEF
—	50 (80)	7 (9)	25 (42)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	2	Ward Stone 2

CREATED JEWELS

Ward Stone 2 / Dark Stone 4 / Dragon Eye

SPELL FENCER'S ROBE

ACQUIRE

Purchase: *900g*
Scroll: *Shoppe (23g)*

RECIPE *230g, Silk x2, Bone x1, White Dust x5*

ATK	DEF	MATK	MDEF
—	15 (92)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Spirit Moonstone / Strength Stone 2 / Ward Stone 6

SPORTSWEAR

ACQUIRE

Scroll: *Culinary Capers 4 Quest*

RECIPE *3750g, Ultima Silk x3, Secret Scroll x1*

ATK	DEF	MATK	MDEF
—	70 (105)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Spirit Moonstone, Fortune Fluorite: L

CREATED JEWELS

Spirit Moonstone / Strength Stone 4 / Fortune Fluorite: L

SPY GEAR

ACQUIRE

Scroll: *Shoppe (285g, Hard)*

RECIPE *2850g, Orichalcum x3, Black Silver x2, Alchemy Core x2*

ATK	DEF	MATK	MDEF
—	64 (104)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Draconium / Monkite / Will Stone 5

STEEL CORSLET

ACQUIRE

Scroll: *Treasure Hunt 1 Quest*

RECIPE *100g, Copper Shard x5, Steel x1*

ATK	DEF	MATK	MDEF
1 (8)	6 (73)	—	—

—	—	—	5	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	Hard Garnet

CREATED JEWELS

Hard Garnet / Guard Stone 2 / Stamina Stone 5

STEWARD'S SUIT

ACQUIRE

Scroll: *Bring the Cows Home 2 Quest*
Other: *Scratch Card 01—10*

RECIPE *600g, Fine Silk x2, White Dust x5, Dark Dust x5*

ATK	DEF	MATK	MDEF
6 (13)	31 (96)	—	—

—	—	—	10	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	1	Holy Stone 1

CREATED JEWELS

Holy Stone 1 / Ecolandum / Gil Mania

STUDENT'S CLOTHES

ACQUIRE

Purchase: *780g*
Scroll: *Shoppe (20g)*

RECIPE *200g, Silk x2, Sturdy Vine x1*

ATK	DEF	MATK	MDEF
—	10 (72)	3 (18)	5 (35)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS

Ward Stone 1 / Knowledgium / Magic Stone 6

SUMMONER'S GOWN

ACQUIRE

Purchase: 1980g
Scroll: Shoppe (50g)

RECIPE 500g, Fine Silk x2, Cockatrice Feather x2, Curious Petal x3

ATK	DEF	MATK	MDEF
—	23 (70)	5 (12)	11 (36)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Planter / Spirit Stone 3 / Big Ecolandum

TEMPLE ARMOR

ACQUIRE

Purchase: 1950g
Scroll: Shoppe (49g)

RECIPE 490g, White Silver x2, Grain of Light x3, Mimic Slough x1

ATK	DEF	MATK	MDEF
—	30 (92)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Will Stone 1 / Anti-Stun Stone 3 / Holy Stone 5

TRAVEL CLOTHES

ACQUIRE

Purchase: 50g
Other: Starting equipment (all tribes)

RECIPE —

ATK	DEF	MATK	MDEF
—	3 (43)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Vegetarium / Extreme Mania / Albinore

VALKYRIE ARMOR

ACQUIRE

Purchase: 2130g
Scroll: Shoppe (54g)

RECIPE 540g, Gold x3, Black Gold x2, Element Gem x2

ATK	DEF	MATK	MDEF
—	24 (74)	6 (13)	12 (37)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Anti-Time Stone 1 / Will Stone 3 / Dark Stone 6

WAR GOD ARMOR

ACQUIRE

Scroll: Shoppe (338g, Hard)

RECIPE 3380g, Adamantite x1, Abyssian x1, Buffasaur Shell x1

ATK	DEF	MATK	MDEF
12 (14)	61 (91)	—	—

—	—	—	30	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Lilties only	1	—

CREATED JEWELS
Might Malachite / Charjade / Strength Stone 6

WARLORD'S ROBES

ACQUIRE

Scroll: Shoppe (240g, Hard)

RECIPE 2400g, Steel x5, Orichalcum x1, Green Fay Dust x5

ATK	DEF	MATK	MDEF
—	59 (101)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Strength Stone 2 / Holy Stone 4 / Fire Stone 5

WARRIOR HARNESS

ACQUIRE

Scroll: Culinary Capers 3 Quest chest (final Area)

RECIPE 450g, Steel x3, Tortoise Shell x3, Bone x1

ATK	DEF	MATK	MDEF
5 (12)	24 (79)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Males only	1	Bushidore

CREATED JEWELS
Bushidore / Charjade / Stamina Stone 5

WHITE KNIGHT ARMOR

ACQUIRE

Scroll: Shoppe (338g, Hard)

RECIPE 3380g, Adamantite x1, Orichalcum x1, Protective Shell x1

ATK	DEF	MATK	MDEF
—	68 (100)	—	—

—	—	—	—	—	30

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Clavats only	1	—

CREATED JEWELS
Hard Garnet / Ecolandum / Guard Stone 6

WHITE MAGE ROBE

ACQUIRE

Purchase: 630g
Scroll: Shoppe (16g)

RECIPE 160g, Silk x1, Elemental Gem x1, White Dust x3

ATK	DEF	MATK	MDEF
0	8 (68)	3 (20)	4 (34)

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Spirit Stone 1 / Albinore / Violence Eye

WIZARD ROBE

ACQUIRE

Scroll: Bridge Area H chest, Bridge Mimic, Tower Area D chest

RECIPE 640g, Black Gold x3, Black Silver x2, Magic Vase Shard x2

ATK	DEF	MATK	MDEF
—	60 (90)	—	25 (40)

—	—	—	5	10	10

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
Yukes only	1	Magic Stone 2

CREATED JEWELS
Magic Stone 2 / Spirit Stone 3 / Magic Stone 5

WRESTLER SUIT

ACQUIRE

Scroll: Shoppe (188g, Hard)

RECIPE 1880g, Cockatrice Feather x5, Sahagin Fin x1, Mu Fur x3

ATK	DEF	MATK	MDEF
—	55 (102)	—	—

—	—	—	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Might Malachite / Fire Stone 2 / Might Malachite: L

YELLOW OUTFIT

ACQUIRE

Purchase: 1680g
Scroll: Shoppe (42g)

RECIPE 420g, Fine Leather x2, Yellow Stone x3, Magic Stone x1

ATK	DEF	MATK	MDEF
0	20 (80)	5 (17)	10 (40)

—	—	10	—	—	—

EQUIP	JEWEL SLOTS	PRE-EQUIPPED JEWELS
All	1	—

CREATED JEWELS
Anti-Zap Stone 1 / Anti-Zap Stone 3 / Anti-Zap Stone 6

ACCESSORIES

Acquire:
What monsters, chests, quests, and Scratch Cards from which you can obtain the accessories. Monsters and chests list the areas and difficulty levels that contain the item. Also, you may be able to purchase the item directly, or buy a scroll that will allow you to have it created. These are listed along with the associated costs in gil.

Purchase:
Cost of the items at Ye Compleat Adventurer. Not all items can be bought there, however.

Scroll:
Where to obtain the Scroll that allows you to custom order the item from Custom Fabrications. Many Scrolls can be purchased at the Shoppe itself, but many others must be hunted down or earned as prizes!

Elements:
Changes to elemental-based stats when equipped. Weapons only affect attack stats, while head and body armor only affect defense stats. Accessories can affect either (and sometimes both).

Recipe:
The gil and Materials cost to Custom Order the item from Custom Fabrications. Not all items can be Custom Ordered, however.

ATK/DEF/MATK/MDEF:
Base (Level 1) stat increases when the item is equipped. Most equipment is capable of stat improvement by raising levels; the maximum each item's stats can reach is given in parenthesis..

Jewel Slots:
The number of empty Jewel slots on the item.

Equip:
Which tribes/genders can equip the item.

Created Jewels:
What Jewels can be made from the item at Custom Fabrications once they've been properly leveled up. The first Jewel listed is what you get for converting an item at levels 3 through 9, the second is 10 through 19, while the third is for level 20 and up.

Pre-Equipped Jewels:
Some items have built-in Jewels for automatic Equipped Bonuses. These cannot be removed by customization.

ACCESSORIES BONUSES

*Unlike weapons and armor, accessories can affect **both** your offensive and defensive "elemental" stats, not simply one or the other.*

AMETHYST STUDS

Acquire
Chests: *Ruins 1 Area A (Hard)*

Recipe
—

ATK	DEF	MATK	MDEF
1	1	1	5 (10)

ATK	—	—	—	—	5	—
DEF	—	—	—	—	5	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Magic Stone 2	All

Created Jewels
Magic Stone 2 / Bushidore / Spirit Moonstone: L

AZURE CREST

Acquire
Purchase: *750g*
Scroll: *Shoppe (19g)*

Recipe
190g, Mu Nose x3, Elemental Gem x1, Blue Stone x5

ATK	DEF	MATK	MDEF
—	—	—	—

ATK	—	—	—	—	—	—
DEF	—	5	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Ice Stone 1	All

Created Jewels
Ice Stone 1 / Ice Stone 2 / Ice Stone 3

BLACKOUT BADGE

Acquire
Purchase: *500g*

Recipe
—

ATK	DEF	MATK	MDEF
—	—	—	2 (4)

ATK	—	—	—	5	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Anti-Stun Stone 1	All

Created Jewels
Anti-Stun Stone 1 / Anti-Stun Stone 2 / Anti-Stun Stone 3

BLESSED RING

Acquire
Chests: *River Belle Areas A*

Recipe
—

ATK	DEF	MATK	MDEF
3 (5)	3 (5)	3 (5)	3 (5)

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
1	Fortune Fluorite, Albinore	All

Created Jewels
Hard Garnet / Stamina Stone 3 / Holy Stone 6

BLOOD CHARM

Acquire
Chests: *Tower ares B and F (Hard)*

Recipe
—

ATK	DEF	MATK	MDEF
10 (22)	10 (22)	—	—

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Wild Eye	All

Created Jewels
Wild Eye / Berserk Eye / Violence Eye

CITRINE STUDS

Acquire
Purchase: *1000g (Hard)*
Scroll: *Shoppe (25g, Hard)*

Recipe
250g, Mu Nose x5, m040 x10, Dark Dust x10

ATK	DEF	MATK	MDEF
1	5 (10)	1	1

ATK	—	—	5	—	—	—
DEF	—	—	5	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Guard Stone 2	All

Created Jewels
Guard Stone 2 / Monkite / Hard Garnet: L

CLASSIC MISANGA

Acquire

Monsters: *Mimic (Library 2)*

Recipe

—

ATK	DEF	MATK	MDEF
2 (4)	—	—	—

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Ecolandum	All

Created Jewels

Ecolandum / Ecolandum / Big Ecolandum

CRIMSON CREST

Acquire

Purchase: *750g*
Scroll: *Shoppe (19g)*

RECIPE

190g, Mu Nose x3, Elemental Gem x1, Red Stone x5

ATK	DEF	MATK	MDEF
—	—	—	—

ATK	—	—	—	—	—	—	—
DEF	5	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Fire Stone 1	All

Created Jewels

Fire Stone 1 / Fire Stone 2 / Fire Stone 3

CRYSTAL EARRINGS

Acquire

Chests: *Tower Areas G and K*

Recipe

—

ATK	DEF	MATK	MDEF
—	5 (10)	—	—

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
3	—	All

Created Jewels

Spirit Moonstone / Albinore / Ebonite

DARK BADGE

Acquire

Purchase: *500g*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	1	1

ATK	—	—	—	—	—	—	5
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Anti-Dark Stone 1	All

Created Jewels

Anti-Dark Stone 1 / Anti-Dark Stone 2 / Anti-Dark Stone 3

DEATH'S BAND

Acquire

Monsters: *Grim Gaze Boss (all difficulties)*

Recipe

—

ATK	DEF	MATK	MDEF
—	5 (10)	—	—

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
3	—	All

Created Jewels

Magic Stone 2 / Magic Stone 2 / Small Amethyst

EARTH EARRINGS

Acquire

Monsters: *Mimic (Library 2)*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	—	2 (4)

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Planter	All

Created Jewels

Planter / Planter / Planter

ELEMENT RING

Acquire

Chest: *Bridge Area B (Hard)*

Recipe

—

ATK	DEF	MATK	MDEF
3 (5)	3 (5)	3 (5)	3 (5)

ATK	5	5	5	—	—	—	—
DEF	5	5	5	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
1	Albinore, Ebonite	All

Created Jewels

Fortune Fluorite / Knowledgium / Fortune Fluorite: L

EMERALD STUDS

Acquire

Chests: *Ruins 1 Area A (Hard)*

Recipe

—

ATK	DEF	MATK	MDEF
1	3 (5)	1	2 (4)

ATK	—	—	—	5	—	—	—
DEF	—	—	—	5	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Stamina Stone 2	All

Created Jewels

Stamina Stone 2 / Wisdonium / Albinore

FLAME BADGE

Acquire

Purchase: *500g*
Scroll: *Shoppe (13g)*

Recipe

130g, Mu Nose x3, Elemental Gem x1, Red Fay Dust x5

ATK	DEF	MATK	MDEF
2 (4)	—	—	—

ATK	5	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Anti-Burn Stone 1	All

Created Jewels

Anti-Burn Stone 1 / Anti-Burn Stone 2 / Anti-Burn Stone 3t

FROST BADGE

Acquire

Purchase: *500g*
Scroll: *Shoppe (13g)*

Recipe

130g, Mu Nose x3, Elemental Gem x1, Blue Fay Dust x5

ATK	DEF	MATK	MDEF
—	—	2 (4)	—

ATK	—	5	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Anti-Frost Stone 1	All

Created Jewels

Anti-Frost Stone 1 / Anti-Frost Stone 2 / Anti-Frost Stone 3

GAMBLER'S HEART

Acquire

Chests: *River Belle Areas A (Hard)*
Monsters: *Lich Boss (Hard), Mimic (River Belle, Hard)*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	—	—

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Gil Mania	All

Created Jewels

Gil Mania / Fruity Nugget / Gigas Eye

GLACIA SOUL

Acquire

Monster: *Scale Toad Boss (all difficulties)*

Recipe

—

ATK	DEF	MATK	MDEF
—	3 (5)	—	2 (4)

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
3	—	All

Created Jewels

Ward Stone 2 / Ward Stone 2 / Small Topaz

GOBLIN RING

Acquire

Chests: *River Belle Area A*

Recipe

—

ATK	DEF	MATK	MDEF
10 (22)	—	—	—

ATK	—	—	—	5	—	—
DEF	—	—	—	5	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
1	Fruity Nugget, Vegetarium	All

Created Jewels

Stompee Stone / Stunt Stone / Stay Low Stone

GOLDEN CREST

Acquire

Purchase: *750g*
Scroll: *Shoppe (19g)*

Recipe

190g, Mu Nose x3, Elemental Gem x1, Yellow Stone x5

ATK	DEF	MATK	MDEF
—	—	—	—

ATK	—	—	—	—	—	—
DEF	—	—	5	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Thunder Stone 1	All

Created Jewels

Thunder Stone 1 / Thunder Stone 2 / Thunder Stone 3

GUARD RING

Acquire

Purchase: *30g*
Other: *Starting equipment (Clavat only)*

Recipe

—

ATK	DEF	MATK	MDEF
—	2 (4)	—	—

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	—	All

Created Jewels

Fruity Nugget / Guard Stone 1 / Guard Stone 3

GUARDIAN BANGLE

Acquire

Monsters: *Guardian/Berserk Guardian Boss (all difficulties)*

Recipe

—

ATK	DEF	MATK	MDEF
3 (5)	2 (4)	—	—

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
3	—	All

Created Jewels

Guard Stone 2 / Guard Stone 2 / Small Citrine

IGNIS SOUL

Acquire

Boss: *Lava Spider Boss (all difficulties)*

Recipe

—

ATK	DEF	MATK	MDEF
3 (5)	2 (4)	—	—

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
3	—	All

Created Jewels

Strength Stone 2 / Strength Stone 2 / Small Ruby

JADE CREST

Acquire

Purchase: *750g*
Scroll: *Shoppe (19g)*

Recipe

190g, Mu Nose x3, Elemental Gem x1, Green Fay Dust x10

ATK	DEF	MATK	MDEF
—	—	—	—

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Holy Stone 1	All

Created Jewels

Holy Stone 1 / Holy Stone 2 / Holy Stone 3

LIFE RING

Acquire

Purchase: *300g*
Scroll: *Shoppe (10g)*

Recipe

100g, Mu Nose x1, Little Thorn x1

ATK	DEF	MATK	MDEF
—	1	—	1

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	—	All

Created Jewels

Stamina Stone 1 / Stamina Stone 2 / Stamina Stone 3

MACHINA PENDANT

Acquire

Monsters: *Death Machine Type Omega & Sigma Bosses (all difficulties)*

Recipe

—

ATK	DEF	MATK	MDEF
—	3 (5)	2 (4)	—

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
3	—	All

Created Jewels

Cat Eye / Snake Eye / Small Morion

MAGIC RING

Acquire

Purchase: *30g*
Other: *Starting equipment (Yuke only)*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	2 (4)	—

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	—	All

Created Jewels

Vegetarium / Magic Stone 1 / Magic Stone 3

MIGHTY HEART

Acquire

Monsters: *Celeb Boss (all difficulties)*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	5 (10)	—

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
3	—	All

Created Jewels

Tiger Eye / Dragon Eye / Small Morion

MIND RING

Acquire

Purchase: *30g*
Other: *Starting equipment (Selkie only)*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	—	2 (4)

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	—	All

Created Jewels

Vegetarium / Ward Stone 1 / Ward Stone 3

ONYX STUDS

Acquire

Chests: *Ruins 1 Area A (Hard)*

Recipe

—

ATK	DEF	MATK	MDEF
1	2 (4)	1	3 (5)

ATK	—	—	—	—	—	5
DEF	—	—	—	—	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Spirit Stone 2	All

Created Jewels

Spirit Stone 2 / Crimsonite / Ebonite

POWER RING

Acquire

Purchase: *30g*
Other: *Starting equipment (Lilty only)*

Recipe

—

ATK	DEF	MATK	MDEF
2 (4)	—	—	—

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	—	All

Created Jewels

Fruity Nugget / Strength Stone 1 / Strength Stone 3

REPTILE BEADS

Acquire

Monsters: *Hecteyes Boss (all difficulties)*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	—	5 (10)

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
3	—	All

Created Jewels

Wild Eye / Violence Eye / Small Emerald

RUBY STUDS

Acquire

Purchase: *1000g (Hard)*
Scroll: *Shoppe (25g, Hard)*

Recipe

250g, Mu Nose x5, Red Fay Dust x10, Dark Dust x10

ATK	DEF	MATK	MDEF
5 (10)	1	1	1

ATK	5	—	—	—	—	—	—
DEF	5	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Strength Stone 2	All

Created Jewels

Strength Stone 2 / Dragon Eye / Fortune Fluorite: L

RUNE RING

Acquire

Monsters: *Mimic (Library 1)*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	5 (10)	—

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Spirit Moonstone	All

Created Jewels

Might Malachite / Knowledgium / Holy Stone 4

SABLE CREST

Acquire

Purchase: *750g*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	—	—

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Dark Stone 1	All

Created Jewels

Dark Stone 1 / Dark Stone 2 / Dark Stone 3

SAPPHIRE STUDS

Acquire

Purchase: *1000g (Hard)*
Scroll: *Shoppe (25g, Hard)*

Recipe

250g, Mu Nose x5, Blue Fay Dust x10, Dark Dust x10

ATK	DEF	MATK	MDEF
1	1	5 (10)	1

ATK	—	5	—	—	—	—	—
DEF	—	5	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Ward Stone 2	All

Created Jewels

Ward Stone 2 / Assassinite / Might Malachite: L

SEER STONE

Acquire

Monsters: *Neo Larkeicus Boss (all difficulties)*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	3 (5)	2 (4)

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
3	—	All

Created Jewels

Berserk Eye / Gigas Eye / Ryoko

SHELF GUARD

Acquire

Monsters: *Libroarian Boss (all difficulties)*

Recipe

—

ATK	DEF	MATK	MDEF
—	5 (10)	—	—

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
3	—	All

Created Jewels

Spirit Stone 2 / Spirit Stone 2 / Small Morion

SILVER CREST

Acquire

Purchase: *750g*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	—	—

ATK	—	—	—	—	—	—	—
DEF	—	—	—	5	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Will Stone 1	All

Created Jewels

Will Stone 1 / Will Stone 2 / Will Stone 3

SKILL RING

Acquire

Purchase: *300g*
Scroll: *Shoppe (10g)*

Recipe

100g, Mu Nose x1, Little Thorn x1

ATK	DEF	MATK	MDEF
1	—	1	—

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	—	All

Created Jewels

Spirit Stone 1 / Spirit Stone 2 / Spirit Stone 3

SOUL CHARM

Acquire

Chests: *Tower Areas G and K (Hard)*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	10 (22)	10 (22)

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Tiger Eye	All

Created Jewels

Tiger Eye / Cat Eye / Dragon Eye

STORM MISANGA

Acquire

Monsters: *Mimic (Library 2)*

Recipe

—

ATK	DEF	MATK	MDEF
2 (4)	—	—	—

ATK	—	—	—	—	—	—	—
DEF	—	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Charjade	All

Created Jewels

Charjade / Charjade / Big Charjade

TAURUS BROOCH

Acquire

Monsters: *Buffasaur Boss (all difficulties)*

Recipe

—

ATK	DEF	MATK	MDEF
5 (10)	—	—	—

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
3	—	All

Created Jewels

Stamina Stone 2 / Stamina Stone 2 / Small Emerald

TEMPORAL BADGE

Acquire

Purchase: *500g*

Recipe

—

ATK	DEF	MATK	MDEF
1	—	1	1

ATK	—	—	—	—	5	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Anti-Time Stone	All

Created Jewels

Anti-Time Stone 1 / Anti-Time Stone 2 / Anti-Time Stone 3

THUNDER BADGE

Acquire

Purchase: *500g*
Scroll: *Shoppe (13g)*

Recipe

130g, Mu Nose x3, Elemental Gem x1, Yellow Fay Dust x5

ATK	DEF	MATK	MDEF
—	2 (4)	—	—

ATK	—	—	5	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Anti-Zap Stone 1	All

Created Jewels

Anti-Zap Stone 1 / Anti-Zap Stone 2 / Anti-Zap Stone 3

VIOLET CREST

Acquire

Purchase: *750g*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	—	—

ATK	—	—	—	—	—	—
DEF	—	—	—	—	5	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Time Stone 1	All

Created Jewels

Time Stone 1 / Time Stone 2 / Time Stone 3

WARRIOR'S HEART

Acquire

Chests: *River Belle Area A (Hard)*
Monsters: *Lich Boss (Hard), Mimic (River Belle, Hard)*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	—	—

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Extreme Mania	All

Created Jewels

Extreme Mania / Vegetarium / Snake Eye

WIND EARRINGS

Acquire

Monster: *Mimic (Library 2)*

Recipe

—

ATK	DEF	MATK	MDEF
—	—	2 (4)	—

ATK	—	—	—	—	—	—
DEF	—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS	EQUIP
2	Quickener	All

Created Jewels

Quickener / Quickener / Big Quickener

JEWELS

Jewel: The name of the Jewel.

Effect: The name of the effect the Jewel confers, plus the nature of the effect. The higher the level of the equipment you add the Jewel to, the more powerful the effect of the Jewel is!

Equip: What equipment types the Jewel can be added to. Weapons, Helmets, Body Armor, Accessories.

Obtain: Different places to obtain the Jewel. Most are obtained by converting old equipment at Custom Fabrications. The number by the item represents what level range the item needs to be in; (1) is levels 3 through 9, (2) is 10 through 19, and (3) is 20 and up. Jewels can also be taken from chests or from defeated monsters, or earned as Quest prizes.

JEWEL	EFFECT	EQUIP				OBTAIN
		Weapon	Head Armor	Body Armor	Accessories	
ALBINORE	White Mage Wisdom (Slowly regenerate lost HP)	✓	✓	✓	✓	**Weapons:** Holy Judgment, Holy Lance **Helm:** Ahriman Mask, Beast Sallet, Creepy Costume, Feathered Hat, Head Maid's Hat, Impersonator's Mask, Justice Mask, Pot, Traveler's Hair Clip, White Mage Hood **Body Armor:** Blazer Suit, Bronze Corslet, Bull Harness, Caravan Clothes, Clothes of Justice, Creature Suit, Head Maid's Outfit, Monarch's Robe, Sorcerer Robe, Sportswear, Steel Corslet, Travel Clothes **Accessories:** Blessed Ring, Element Ring
AMETHYST	MATK Grow 3 (Increased MATK bonus at level up)	✓	✓	✓	✓	**Scratch Cards:** 12-20 **Weapons:** Judgment Staff (3), Light Staff (3)
ANTI-BURN STONE 1	Anti-Burn Boost 1 (Reduce Fire damage taken)	✓	✓	✓	✓	**Chests:** Ice Mountain 1 Area G (Hard), Fire Mountain 1 Area B (Hard), Ruins 1 Area I, Ice Mountain 2 Area G, Ruins 2 Area J **Weapons:** Ball o' Bombs (1), Phoenix Wing (1) **Head Armor:** Bomb Mask (1), Red Hat (1) **Body Armor:** Red Clothes (1) **Accessories:** Flame Badge (1)
ANTI-BURN STONE 2	Anti-Burn Boost 2 (Reduce Fire damage taken)	✓	✓	✓	✓	**Chests:** Ice Mountain Area G (Hard), Fire Mountain 1 Area H (Hard) **Weapons:** Red Chocobow (1) **Body Armor:** Blue Novice Habit (1), Flayer Armor (1) **Accessories:** Flame Badge (2)
ANTI-BURN STONE 3	Anti-Burn Boost 3 (Reduce Fire damage taken)	✓	✓	✓	✓	**Weapons:** Flametongue (2), Bookworm's Hammer (2), Fire Mallet (2), Flame Bow (2), Fire Staff (2), Flame Wing (2), Flame Lance (2) **Head Armor:** Red Hat (2) **Body Armor:** Red Clothes (2) **Accessories:** Flame Badge (3)
ANTI-BURN STONE 4	Anti-Burn Boost 4 (Reduce Fire damage taken)	✓	✓	✓	✓	**Weapons:** Fortune Mallet (2), Gargoyle Masher (2), Heavy Ladle (2), Shopper's Hammer (2) **Head Armor:** Fiend's Sallet (2) **Body Armor:** Fiend's Harness (2)
ANTI-BURN STONE 5	Anti-Burn Boost 5 (Reduce Fire damage taken)	✓	✓	✓	✓	**Weapons:** Legend Ladle (3), Yew Hammer (3) **Head Armor:** Lamia Hairclip (3) **Body Armor:** Red Maid's Outfit (3)
ANTI-BURN STONE 6	Anti-Burn Boost 6 (Reduce Fire damage taken)	✓	✓	✓	✓	**Weapons:** Ancient Ladle (3) **Head Armor:** Red Hat (3) **Body Armor:** Red Clothes (3)
ANTI-DARK STONE 1	Anti-Dark Boost 1 (Reduce received ailment duration)	✓	✓	✓	✓	**Chests:** Graveyard Area I **Weapons:** Reaper's Scythe (2), Soul Destroyer (1), Black Hammer (1), Spirit Basher (1), Reaper's Pike (1), Unicorn Horn (1) **Head Armor:** Nun's Wimple (1) **Body Armor:** Nun's Habit (1) **Accessories:** Dark Badge (1)

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ANTI-DARK STONE 2	Anti-Dark Boost 2 (Reduce received ailment duration)	✓	✓	✓	✓	**Weapons:** Avalon Guard (2), Cloudsweeper Broom (1)
						Head Armor: Assassin's Mask (1), Fighting Headgear (2),
						Body Armor: Assassin's Vest (1), Soldier's Suit (2)
						Accessories: Dark Badge (2)
ANTI-DARK STONE 3	Anti-Dark Boost 3 (Reduce received ailment duration)	✓	✓	✓	✓	**Weapons:** Ogre's Club (2), Bazooka (2), Reaper's Slingshot (2), Slingshot (2), Reaper's Bell (2), Skull Paddle (2), Reaper's Pike (2)
						Head Armor: Ahriman Mask (2), Black Knight Helm (1), Nun's Wimple (2)
						Body Armor: Nun's Habit (2)
						Accessories: Dark Badge (3)
ANTI-DARK STONE 4	Anti-Dark Boost 4 (Reduce received ailment duration)	✓	✓	✓	✓	**Weapons:** Angel's Bow (2), Leopold (2), Sagittarius' Bow (2), Wasp Sting (2), Princess Knight (2)
						Head Armor: Hades Helm (2)
						Body Armor: Dark Harness (2), Hades Harness (2)
ANTI-DARK STONE 5	Anti-Dark Boost 5 (Reduce received ailment duration)	✓	✓	✓	✓	**Weapons:** Abyss Killer (3), Aeolian Bow (3), Dragoneer Cannon (3), Loxley Bow (3)
						Head Armor: Assassin's Mask (3), Black Knight Helm (3), Nun's Wimple (3)
						Body Armor: Assassin's Vest (3), Monarch's Robe (3), Scuba Gear (3)
ANTI-DARK STONE 6	Anti-Dark Boost 6 (Reduce received ailment duration)	✓	✓	✓	✓	**Weapons:** Evil Slayer (3), Evil Killer (3), Evil Smasher (3)
						Head Armor: Ahriman Mask (3)
						Body Armor: Nun's Habit (3)
ANTI-FROST STONE 1	Anti-Frost Boost 1 (Reduce Blizzard damage taken)	✓	✓	✓	✓	**Chests:** Ice Mountain 1 Area F (Hard), Ruins 1 Area I, Ice Mountain 2 Area C (Hard) and Area F, Ruins 2 Area J
						Weapons: Ace Mace (1)
						Head Armor: Blue Hat (1)
						Body Armor: Blue Clothes (1)
						Accessories: Frost Badge (1)
ANTI-FROST STONE 2	Anti-Frost Boost 2 (Reduce Blizzard damage taken)	✓	✓	✓	✓	**Chests:** Ice Mountain 1 Area F, Ice Mountain 2 Area C
						Weapons: Hyacinth (1)
						Head Armor: , Star Barrettes (1)
						Accessories: Frost Badge (2)
ANTI-FROST STONE 3	Anti-Frost Boost 3 (Reduce Blizzard damage taken)	✓	✓	✓	✓	**Chests:** Ice Mountain 1 Area C, Ice Mountain 2 Area G
						Weapons: Ice Brand (1), Chilled Ladle (2), Frost Bow (2), Ice Staff (2), Elemental Paddle (2), Icicle Club (2), Ice Lance (2)
						Head Armor: Blue Hat (2)
						Body Armor: Blue Clothes (2)
						Accessories: Frost Badge (3)
ANTI-FROST STONE 4	Anti-Frost Boost 4 (Reduce Blizzard damage taken)	✓	✓	✓	✓	**Weapons:** Jingle Bell (2), Brawny Bonker (2), Fidelity Paddle (2)
						Head Armor: Blue Magic Hat (2)
ANTI-FROST STONE 5	Anti-Frost Boost 5 (Reduce Blizzard damage taken)	✓	✓	✓	✓	**Weapons:** Freiherrin (3), Platinum Paddle (3)
						Head Armor: Blue Magic Hat (3)
ANTI-FROST STONE 6	Anti-Frost Boost 6 (Reduce Blizzard damage taken)	✓	✓	✓	✓	**Weapons:** Angel Head (3)
						Head Armor: Blue Hat (3)
						Body Armor: Blue Clothes (3)
ANTI-STUN STONE 1	Anti-Stun Boost 1 (Reduce received Stun duration)	✓	✓	✓	✓	**Weapons:** Graveyard Area I
						Weapons: Adaman Hammer (1), Brionac (1), Obelisk (1), Primeval Pike (2)
						Head Armor: Adaman Visor (1), Bull Helm (1), Green Hat (1),
						Body Armor: Bull Harness (1), Green Clothes (1)
						Accessories: Blackout Badge (1)
ANTI-STUN STONE 2	Anti-Stun Boost 2 (Reduce received Stun duration)	✓	✓	✓	✓	**Weapons:** Weathercock (1), Whale Tusk (1)
						Head Armor: Adaman Visor (2), Navy Cap (1)
						Body Armor: Adaman Mail (2), Navy Uniform (1)
						Accessories: Blackout Badge (2)
ANTI-STUN STONE 3	Anti-Stun Boost 3 (Reduce received Stun duration)	✓	✓	✓	✓	**Weapons:** Jester's Spoon (2), Omega Hammer (2), Robot Howitzer (2), Partisan (2)
						Head Armor: Dragoon Sallet (2), Temple Helm (2)
						Body Armor: Dragoon Harness (2), Temple Armor (2)
						Accessories: Blackout Badge (3)
ANTI-STUN STONE 4	Anti-Stun Boost 4 (Reduce received Stun duration)	✓	✓	✓	✓	**Weapons:** Gemsbock (2), Harpoon (2), Tyrant's Spear (2)
						Head Armor: Skull Mask (2)
						Body Armor: Earth Robe (2), Royal Armor (2)

JEWEL	EFFECT	EQUIP				OBTAIN
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ANTI-STUN STONE 5	Anti-Stun Boost 5 (Reduce received Stun duration)	✓	✓	✓	✓	**Weapons:** Still Fan (3), Camelot Lance (3), Gae Bolg (3) **Head Armor:** Bull Helm (3), Monster Mask (3) **Body Armor:** Bull Harness (3)
ANTI-STUN STONE 6	Anti-Stun Boost 6 (Reduce received Stun duration)	✓	✓	✓	✓	**Weapons:** Halberd (3) **Head Armor:** Dragoon Sallet (3), Feathered Hat (3) **Body Armor:** Dragoon Harness (3), Soldier's Suit (3)
ANTI-TIME STONE 1	Anti-Time Boost 1 (Increased resistance to Slow & Gravity)	✓	✓	✓	✓	**Chests:** Graveyard Area ??, Bridge Area H (Hard) **Weapons:** Graf Besen (1), Ishtar's Head (1), **Head Armor:** Valkyrie Sallet (1) **Body Armor:** Valkyrie Armor (1) **Accessories:** Temporal Badge (1)
ANTI-TIME STONE 2	Anti-Time Boost 2 (Increased resistance to Slow & Gravity)	✓	✓	✓	✓	**Chests:** Bridge H (Hard) **Weapons:** Susanne's Bell (1), Lamia's Paddle (1) **Head Armor:** Purple Magic Hat (1) **Body Armor:** Monarch's Robe (1), Purple Robe (1) **Accessories:** Temporal Badge (2)
ANTI-TIME STONE 3	Anti-Time Boost 3 (Increased resistance to Slow & Gravity)	✓	✓	✓	✓	**Chests:** Bridge Area H (Hard) **Weapons:** Diamond Chime (2), Sky Pike (2) **Head Armor:** Ahriman Mask (1), Gray Cat Hood (2), **Body Armor:** Gray Fur Coat (2) **Accessories:** Temporal Badge (3)
ANTI-TIME STONE 4	Anti-Time Boost 4 (Increased resistance to Slow & Gravity)	✓	✓	✓	✓	**Weapons:** Light Staff (2), Striped Rod (2), Grafin (2), Ishtar's Head (3) **Head Armor:** Feathered Hat (2), Purple Magic Hat (2) **Body Armor:** Purple Robe (2)
ANTI-TIME STONE 5	Anti-Time Boost 5 (Increased resistance to Slow & Gravity)	✓	✓	✓	✓	**Weapons:** Legendary Sword (3), Stardust Staff (3), Yew Staff (3) **Head Armor:** Purple Magic Hat (3) **Body Armor:** Purple Robe (3)
ANTI-TIME STONE 6	Anti-Time Boost 6 (Increased resistance to Slow & Gravity)	✓	✓	✓	✓	**Weapons:** Angel's Staff (3) **Head Armor:** Black Cat Hood (3) **Body Armor:** Black Fur Coat (3), Pastel Fur Coat (3)
ANTI-ZAP STONE 1	Anti-Zap Boost 1 (Reduce Thunder damage taken)	✓	✓	✓	✓	**Chests:** Graveyard Area #10 **Weapons:** Feather Saber (1) **Head Armor:** Yellow Cone Hat (1) **Body Armor:** Yellow Outfit (1) **Accessories:** Thunder Badge (1)
ANTI-ZAP STONE 2	Anti-Zap Boost 2 (reduce Thunder damage taken)	✓	✓	✓	✓	**Weapons:** Angel's Staff, Candy Cane, Striped Rod, Susanne's Bell **Head Armor:** Orange Magic Hat (1) **Body Armor:** Orange Robe (1) **Accessories:** Thunder Badge (2)
ANTI-ZAP STONE 3	Anti-Zap Boost 3 (Reduce Thunder damage taken)	✓	✓	✓	✓	**Weapons:** Magical Book Bastard Sword (2), Thunder Hatchet (2), Thunder Mace (2), TWINKLING MACE! (2), Thunder Slingshot (2), Thunder Staff (2), Thor Smasher (2), Thunder Pike (2) **Head Armor:** Robot Head (1), Yellow Cone Hat (2) **Body Armor:** Robot Body (1), Yellow Outfit (2) **Accessories:** Thunder Badge (3)
ANTI-ZAP STONE 4	Anti-Zap Boost 4 (Reduce Thunder damage taken)	✓	✓	✓	✓	**Weapons:** Colossus Blade (2), Defender (2), Evil Slayer (2), Platinum Edge (2) **Head Armor:** Orange Magic Hat (2) **Body Armor:** Orange Robe (2)
ANTI-ZAP STONE 5	Anti-Zap Boost 5 (Reduce Thunder damage taken)	✓	✓	✓	✓	**Weapons:** Ogre Ax (3) **Head Armor:** Orange Magic Hat (3) **Body Armor:** Orange Robe (3)
ANTI-ZAP STONE 6	Anti-Zap Boost 6 (Reduce Thunder damage taken)	✓	✓	✓	✓	**Weapons:** Primeval Sword (3) **Head Armor:** Yellow Cone Hat (3) **Body Armor:** Yellow Outfit (3)

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ASSASSINITE	Ninja Lore (Decrease fall damage)	✖	✓	✓	✓	**Scratch Cards:** 07-10 **Weapons:** Feather Saber (2), Kotetsu (1), Toy Hammer (2), Ranger's Bow (2), Hard Smasher (2), Lantern Lance (2) **Head Armor:** Bandit Bandana (1), Clay Doll Helm (2), Ninja Headgear (1) **Body Armor:** Bandit Clothes (1), Clay Doll Armor (2), Ninja Getup (1) **Accessories:** Sapphire Studs (2)
AZUL DIAMOND	Anti-Frost Grow 3 (Increased Blizzard resistance bonus at level up)	✓	✓	✓	✓	**Weapons:** Pollux (3)
AZUL PEARL	Ice Grow 3 (Increased Blizzard attack bonus at level up)	✓	✓	✓	✓	**Weapons:** Castor (3)
BERSERK EYE	HP Absorb Attack 1 (Recover HP with damage dealt to enemy)	✓	✖	✖	✓	**Weapons:** Excalibur (2), Ragnarok (1), Soul Destroyer (3), Bull Hammer (2), King's Spoon (2), Ogre Star (2), Spirit Basher (3), Artemis' Bow (2), Deception Bow (2), Skull Diva (2), Gae Bolg (2), Purification Pike (3) **Head Armor:** Cowboy Hat (3) **Body Armor:** Cowboy Outfit (3) **Accessories:** Blood Charm (2), Seer Stone (1)
BIG CHARJADE	Fast Charge 3 (Shorten charge attack time)	✓	✓	✓	✓	**Weapons:** Kotetsu (3), Fortune Mallet (3), Yoichi's Bow (3), General's Fan (3), Sonic Lance (3), Tonbogiri (3) **Head Armor:** Hero Mask (3), Layle's Goggles (2) **Accessories:** Storm Misanga (3)
BIG ECHOLANDUM	Tribal Secrets 3 (Reduce MP consumption)	✓	✓	✓	✓	**Weapons:** Reaper's Scythe (3), Ogre's Club (3), Reaper's Slingshot (3), Reaper's Bell (3), Skull Paddle (3), Reaper's Pike (3) **Head Armor:** Hairpin of Affection (2), Summoner's Horn (3) **Body Armor:** Parallel World Garb (2), Summoner's Gown (3) **Accessories:** Classic Misanga (3)
BIG QUICKENER	Ring Speed 3 (Increase magic ring movement speed)	✓	✓	✓	✓	**Weapons:** Hayate Staff (3), Sybilla's Tome (3), Tornado Pike (3) **Head Armor:** Fairytale Hat (3), Sniper's Eye (2) **Body Armor:** Fairytale Frock (3), Mage Mail (2) **Accessories:** Wind Earrings (3)
BUSHIDORE	Samurai Lore (Increase critical hit rate)	✓	✓	✓	✓	**Scratch Cards:** 05-10 **Weapons:** Bamboo Sword (1), Bushido Sword (1 & 3), Zantetsu (1), Bomb Hammer (3), Retribution Hammer (1), Exorcist Bow (1), Yoichi's Bow (1), Leaf Fan (1), Mataza's Spear (1), Tonbogiri (1) **Head Armor:** Fiend's Sallet (1), Flower Barrettes (1), Star Barrettes (2), Warrior Sallet (1) **Body Armor:** Blue Novice Habit (2), Fiend's Harness (1), Red Novice Habit (1), Warrior Harness (1) **Accessories:** Amethyst Studs (2)
CAT EYE	MP Absorb Attack 1 (Recover MP with damage dealt to enemy)	✓	✖	✖	✓	**Scratch Cards:** 04-19 **Weapons:** Legend Ladle (2), Ragnarok (2), Septentrio Blade (2), Dragoneer Cannon (2), White Swan Bow (3), Sage's Staff (2), Rosenarm (2), Zhuge's Uchiwa (3), Canhur (2), Cresta's Pike (2) **Head Armor:** New You Wig (3) **Body Armor:** Caravan Clothes (3) **Accessories:** Machina Pendent (1), Soul Charm (2)
CHARJADE	Fast Charge 1 (Shorten charge attack time)	✓	✓	✓	✓	**Weapons:** Treasured Blade (1 & 3), King's Spoon (1), Treasured Hammer (1 & 3), Loxley Bow (2), Save the Queen (1), Treasured Bow (1 & 3), Judgment Staff (1), Treasured Staff (1 & 3), Princess Knight (1), Treasured Paddle (1 & 3), Gungnir (1), Sonic Lance (1), Treasured Pike (1 & 3) **Head Armor:** Angelic Hairpin (2), Flower Barrettes (2), War God Sallet (2), Warrior Sallet (2) **Body Armor:** Angel Raiment (2), Layle's Jacket (2), Red Novice Habit (2), War God Armor (2), Warrior Harness (1) **Accessories:** Storm Misanga (1 & 2)
CITRINE	DEF Grow 3 (Increased DEF bonus at level up)	✓	✓	✓	✓	**Scratch Cards:** 12-18 **Weapons:** Caliburn (3), Excalibur (3)
CRIMSONITE	Red Mage Wisdom (Quicker recovery from ailments)	✓	✓	✓	✓	**Weapons:** Rune Ax (2), Ball o' Bombs (3), Passion Bow (2), Red Chocobow (2), Graf Besen (2), Strawberry Broom (3), Phoenix Wing (2), Vicontes (2), Crimson Oath (1), Weathercock (2) **Head Armor:** Lamia Hairclip (2), Mythic Beast Sallet (2), Princess's Tiara (3), Promise Veil (2), Red Mage Hat (2) **Body Armor:** Mythic Beast Plate (1), Promise Dress (2), Red Mage Cloak (2), Red Maid's Outfit (2) **Accessories:** Onyx Studs (2)
DARK STONE 1	Sable Essence 1 (Increased Dark attack damage)	✓	✓	✓	✓	**Monsters:** Graveyard Mimic **Weapons:** Reaper's Scythe (1), Skull Hammer (1), Reaper's Slingshot (1), Reaper's Bell (1), Skull Paddle (1) **Head Armor:** Scuba Mask (1) **Body Armor:** Scuba Gear (1) **Accessories:** Sable Crest (1)

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DARK STONE 2	Sable Essence 2 (Increased Dark attack damage)	✓	✓	✓	✓	**Weapons:** Dark Blade (1), Laevateinn (1), Hell's Spoon (1), Dark Bow (1), Dark Staff (1), Dark Paddle (1), Dark Lance (1) **Head Armor:** Ninja Headgear (2) **Body Armor:** Dark Harness (1), Ninja Getup (2) **Accessories:** Sable Crest (2)
DARK STONE 3	Sable Essence 3 (Increased Dark attack damage)	✓	✓	✓	✓	**Weapons:** Black Hammer (2), Mythril Bow (2), Obelisk (2) **Head Armor:** Scuba Mask (2) **Body Armor:** Black Knight Plate (1), Scuba Gear (2) **Accessories:** Sable Crest (3)
DARK STONE 4	Sable Essence 4 (Increased Dark attack damage)	✓	✓	✓	✓	**Weapons:** Abyss Killer (2), Lemuria Club (2) **Head Armor:** Assassin's Mask (2), Cursed Mask (2) **Body Armor:** Assassin's Vest (2), Sorcerer Robe (2)
DARK STONE 5	Sable Essence 5 (Increased Dark attack damage)	✓	✓	✓	✓	**Weapons:** Dark Blade (3), Hell's Spoon (3), Dark Bow (3), Deception Bow (3), Dark Staff (3), Dark Paddle (3), Dark Lance (3) **Head Armor:** Ninja Headgear (3), Scuba Mask (3) **Body Armor:** Black Knight Plate (3), Dark Harness (3), Ninja Getup (3)
DARK STONE 6	Sable Essence 6 (Increased Dark attack damage)	✓	✓	✓	✓	**Weapons:** Angel's Bow (3) **Head Armor:** Valkyrie Sallet (3) **Body Armor:** Valkyrie Armor (3)
DIAMOND DE LUZ	Anti-Zap Grow 3 (Increased Thunder resistance at level up)	✓	✓	✓	✓	**Weapons:** Bardiche (3)
DRACONIUM	Dragoon Lore (Increase damage from jumping attacks)	✓	✓	✓	✓	**Scratch Cards:** 05-09 **Weapons:** Great Ax (2), Grinder (2), Dragoneer Cannon (1), Dragon Tusk (1), Halberd (1), High End (1), Trident (1) **Head Armor:** Dragoon Sallet (1), Knight Helm (2), Spy Mask (1) **Body Armor:** Dragoon Harness (1), Knight Armor (2), Spy Gear (1)
DRAGON EYE	MP Absorb Defense 2 (Recover MP with damage received)	✖	✓	✓	✓	**Weapons:** Karma Bow (3), Jingle Bell (3), Festival Fan (3) **Head Armor:** Black Mage Hood (3), Cursed Mask (3) **Body Armor:** Black Mage Robe (3), Sorcerer Robe (3) **Accessories:** Mighty Heart (2), Ruby Studs (2), Soul Charm (3)
EBONITE	Black Mage Wisdom (Slowly regenerate MP)	✓	✓	✓	✓	**Scratch Cards:** 09-07 **Weapons:** Caliburn (2), Excalibur (1), Laevateinn (3), Black Hammer (3), Deception Bow (1), Burnout Broom (2), Sage's Staff (1), Grand Slam (2), Skull Diva (1), Gae Bolg (1) **Head Armor:** Black Mage Hood (2), Kendo Mask (3) **Body Armor:** Black Mage Robe (2), Kendo Armor (3) **Accessories:** Crystal Earrings (3), Onyx Studs (3)
ECOLANDUM	Tribal Secrets 1 (Reduce MP consumption)	✓	✓	✓	✓	**Weapons:** Old Man's Sword (1 & 3), Old Man's Hammer (1 & 3), Old Man's Bow (1 & 3), Bastet Staff (2), Memory Book (1), Old Man's Staff (1 & 3), Old Man's Paddle (1 & 3), Platinum Paddle (2), Old Man's Spear (1 & 3), Whale Tusk (2) **Head Armor:** MAGICAL HELMET! (2), Maid Headband (2), White Knight Sallet (2) **Body Armor:** MAGICAL MAIL! (2), Maid Outfit (2), Steward's Suit (2), White Knight Armor (2) **Accessories:** Classic Misanga (1 & 2)
EMERALD	HP Grow 3 (Increased maximum HP bonus at level up)	✓	✓	✓	✓	**Scratch Cards:** 10-18 **Weapons:** Gungnir (3)
EXTREME MANIA	Smart Valor (Increase received experience)	✓	✓	✓	✓	**Weapons:** Brave Sword (1), Bronze Sword (2), Seven-Prong Sword (2), Ultima Weapon (2), Jewel Bat (2), Wooden Hammer (2), Holy Judgment (1), Wooden Bow (2), Burnout Broom (1), Wooden Staff (2), Aura Shooter (2), Grand Slam (1), Bronze Lance (2), Cresta's Pike (1), Lance of Longinus (2) **Head Armor:** Creature Head (2), Maid Headband (3), Promise Veil (1) **Body Armor:** Creature Suit (2), Maid Outfit (3), Promise Dress (1), Travel Clothes (2) **Accessories:** Warrior's Heart (1)
FIRE STONE 1	Crimson Essence 1 (Increase Fire attack power)	✓	✓	✓	✓	**Chests:** Ruins 1 Area I, Ice Mountain 2 Area D, Fire Mountain 2 Area D (all difficulties), Ruins 2 Area 19 **Weapons:** Flametongue (1), Bomb Hammer (1), Fire Mallet (1), Flame Bow (1), Fire Staff (1), Flame Wing (1), Flame Lance (1) **Head Armor:** Flame Sallet (1), Red Mage Hat (1) **Body Armor:** Flame Harness (1), Red Mage Cloak (1) **Accessories:** Crimson Crest (1)
FIRE STONE 2	Crimson Essence 2 (Increase Fire attack power)	✓	✓	✓	✓	**Chests:** Fire Mountain 2 Area 4 (Hard) **Weapons:** Passion Bow (1), Spider Bow (1) **Head Armor:** Flayer Helm (1), Lamia Hairclip (1), Wrestler Mask (2) **Body Armor:** Red Maid's Outfit (1), Wrestler Suit (2) **Accessories:** Crimson Crest (2)

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FIRE STONE 3	Crimson Essence 3 (Increase Fire attack power)	✓	✓	✓	✓	**Chests:** Fire Mountain 2 Area 4 (Hard) **Weapons:** Bomb Hammer (2), Spider Bow (2), Crimson Oath (2) **Head Armor:** Flame Sallet (2) **Body Armor:** Flame Harness (2) **Accessories:** Crimson Crest (3)
FIRE STONE 4	Crimson Essence 4 (Increase Fire attack power)	✓	✓	✓	✓	**Weapons:** Ball o' Bombs (2), Hell's Spoon (2) **Head Armor:** Army Helmet (2), Bomb Mask (4) **Body Armor:** Army Uniform (2)
FIRE STONE 5	Crimson Essence 5 (Increase Fire attack power)	✓	✓	✓	✓	**Weapons:** Fortune Mallet (3), Gargoyle Masher (3), Ogre Star (3), Shopper's Hammer (3) **Head Armor:** Bomb Mask (5), Fiend's Sallet (3), Mythril Helm (3), Warlord Visor (3) **Body Armor:** Fiend's Harness (3), Mythril Armor (3), Warlord's Robes (3)
FIRE STONE 6	Crimson Essence 6 (Increase Fire attack power)	✓	✓	✓	✓	**Weapons:** Angel's Spoon (3) **Head Armor:** Flame Sallet 6 **Body Armor:** Flame Harness (3)
FORTUNE FLUORITE	Lady Luck 1 (Increase Luck)	✓	✓	✓	✓	**Chests:** River Belle Area A **Weapons:** Fine Cutter (3), Kotetsu (2), Maid Blade (1), Angel's Spoon (1), Fortune Mallet (1), Homerun Slugger (1), Jester's Spoon (1), Lucky Sling (1), Maid Bazooka (1), Angel's Staff (1), Fine Broom (3), Kitty Staff (2), Angel Head (1), Festival Fan (2), Grafin (1) **Head Armor:** Bandit Bandana (2), Gambler's Hat (3), Justice Mask (3), New You Wig (2) **Body Armor:** Angel Raiment (1), Bandit Clothes (2), Caravan Clothes (2), Dress and Apron (1), Gambler's Gear (3), Robot Body (3), Sailor Outfit (3) **Accessories:** Element Ring (1)
FORTUNE FLUORITE: L	Lady Luck 3 (Increase Luck)	✓	✓	✓	✓	**Weapons:** Brave Sword (3), Maid Blade (3), Lovely Spoon (3), Lucky Sling (3), Maid Bazooka (3), Pretty Bow (3), Diadora Bash (3) **Head Armor:** Creepy Costume (3), Robot Head (3) **Body Armor:** Sportswear (3) **Accessories:** Element Ring (3), Ruby Studs (3)
FRUITY NUGGET	Fruit Boost (Increase healing effects of fruit)	✓	✓	✓	✓	**Quests:** Fire Fighters 2, Culinary Capers 2, Lotsa Bosses **Chests:** Ice Mountain 1 Area F Fire Mountain 1 Area E (all difficulties), Ice Mountain 2 Area C, Fire Mountain 2 Area F, Library 3 Area C (Hard), Bridge Area E **Weapons:** Fine Cutter (1), Lovely Spoon (1), Pretty Bow (1), Wooden Bow (1), Bastet Staff (1), Candy Cane (1), Fine Broom (1), Strawberry Broom (1), Wooden Staff (1), Aura Shooter (1) **Head Armor:** Berserk Mask (2), Blue Mage Mask (1), Impersonator's Mask (1), Traveler's Hair Clip (1) **Body Armor:** Berserk Plate (2), Blue Mage Cloak (1), Bronze Corslet (2), Sailor Outfit (1) **Accessories:** Gambler's Heart (2), Guard Ring (1), Power Ring (1) **Monsters:** Mimic (Fire Mountain 2, all difficulties)
GIGAS EYE	HP Absorb Attack 3 (Recover HP with damage dealt to enemy)	✓	✓	✓	✓	**Weapons:** Ultima Weapon (3), Jewel Bat (3), Lance of Longinus (3) **Head Armor:** Bronze Helm (3), Hairpin of Affection (3) **Body Armor:** Bronze Corslet (3), Parallel World Garb (3) **Accessories:** Gambler's Heart (3), Seer Stone (2)
GIL MANIA	Smart Riches (Increase received gil)	✓	✓	✓	✓	**Quests:** Firefighters 2 (Hard), Invisible Stalkers 2 **Chests:** River Belle Area B (all difficulties) **Weapons:** Fine Cutter (2), Maid Blade (2), Old Man's Sword (2), Seven-Prong Sword (1), Lovely Spoon (2), Old Man's Hammer (1 & 3), Chocobow (1), Lucky Sling (2), Maid Bazooka (2), Old Man's Bow (2), Pretty Bow (2), Fine Broom (2), Old Man's Staff (2), Festival Fan (1), Old Man's Paddle (2), Old Man's Spear (2) **Head Armor:** Creature Head (1), Gambler's Hat (2), Sunglasses (1), Traveler's Headband (2) **Body Armor:** Creature Suit (1), Gambler's Gear (2), Promise Suit (1), Steward's Suit (3) **Accessories:** Gambler's Heart (1)
GUARD STONE 1	DEF Boost 1 (Increase DEF)	✓	✓	✓	✓	**Chests:** Forest 2 Area E **Weapons:** Caliburn (1), Claymore (1), Defender (1), Gigantaxe (1), Bazooka (1), Soft Tank (1), Pollux (1) **Head Armor:** Knight Helm (1) **Body Armor:** Chainmail (1), Knight Armor (1) **Accessories:** Guard Ring (2)
GUARD STONE 2	DEF Boost 2 (Increase DEF)	✓	✓	✓	✓	**Weapons:** Avalon Guard (1), Great Ax (1), Grinder (1), Laevateinn (2), Felseisen (2), Leopold (1) **Head Armor:** Head Maid's Hat (1), New You Wig (1), Onion Helm (1), Paladin Helm (1) **Body Armor:** Caravan Clothes (1), Head Maid's Outfit (1), Onion Armor (1), Paladin Armor (1), Steel Corslet (2) **Accessories:** Citrine Studs (1), Guardian Bangle (1 & 2)

JEWEL	EFFECT	EQUIP				OBTAIN
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GUARD STONE 3	DEF Boost 3 (Increase DEF)	✓	✓	✓	✓	**Weapons:** Hatchet (2), Hero's Sword (2), Legendary Sword (2), Primeval Sword (2), Noble Knight Mallet (2) **Head Armor:** Bronze Helm (2), Chainmail Hood (1), Little King's Crown (1), Penguin Hood (1), Pot (2) **Accessories:** Guard Ring (3)
GUARD STONE 4	DEF Boost 4 (Increase DEF)	✓	✓	✓	✓	**Weapons:** Brave Sword (2), Mythril Sword (2), Ogre Ax (2), Troll Hatchet (2) **Head Armor:** Navy Uniform (2), Little King's Crown (2), Navy Cap (2), Penguin Hood (2) **Body Armor:** Little King's Armor (2)
GUARD STONE 5	DEF Boost 5 (Increase DEF)	✓	✓	✓	✓	**Weapons:** Noble Knight Mallet Avalon Guard (3), Great Ax (3) **Head Armor:** Knight Helm (3), Paladin Helm (3), Penguin Hood (3), Powered Visor (3) **Body Armor:** Knight Armor (3), Paladin Armor (3), Powered Suit (3)
GUARD STONE 6	DEF Boost 6 (Increase DEF)	✓	✓	✓	✓	**Weapons:** Bronze Sword (3) **Head Armor:** Little King's Crown (3), White Knight Sallet (3) **Body Armor:** Chainmail (3), White Knight Armor (3)
HAKU GEM	Overboost Equipment 6 (Increase equipment maximum level)	✓	✓	✓	✓	**Quests:** Monster Collector 1 (Hard) **Monsters:** Scale Toad (Hard), Libroarian (Hard), Hakka Scorpion (Hard), Baby Behemoth (Hard), Zu (Hard), Angry Flower (Hard), Angry Flower Bud (Hard), Dragon (Hard), Lich (Hard), Cu Chaspel (Hard), Berserk Guardian (Hard), Celeb (Hard), Heteyes (Hard), Death Machine Type Omega (Hard), Death Machine Type Sigma (Hard)
HARD GARNET	Body Boost 1 (Reduce recovery time from received attacks)	✗	✗	✓	✓	**Chests:** Ice Mountain 2 Area G **Weapons:** Robot Howitzer (1), Still Fan (2) **Head Armor:** Chainmail Hood (2), Iron Helm (2), Mythril Helm (1), White Knight Sallet (1) **Body Armor:** Adaman Mail (1), Chainmail (2), Iron Armor (2), Mythril Armor (1), Robot Body (2), Steel Corslet (1), White Knight Armor (1) **Accessories:** Blessed Ring (1)
HARD GARNET: L	Body Boost 3 (Reduce recovery time from received attacks)	✓	✓	✓	✓	**Weapons:** Soft Tank (3) **Head Armor:** Army Helmet (3), Giant's Sallet (3), Robot Head (2) **Body Armor:** Army Uniform (3), Giant's Harness (3) **Accessories:** Citrine Studs (3)
HOLY STONE 1	Jade Essence 1 (Increase HP recovery from Cure spells)	✓	✓	✓	✓	**Monsters:** Graveyard Mimic **Weapons:** Light Blade (1), Primeval Sword (1), Ancient Ladle (1), Elfin Bow (1), Light Staff (1), Primeval Scroll (1), Elfin Waltz (1), Holy Lance (1), Primeval Pike (1) **Head Armor:** Maid Headband (1) **Body Armor:** Maid Outfit (1), Steward's Suit (1) **Accessories:** Jade Crest (1) **Monsters:** Mimic (Graveyard)
HOLY STONE 2	Jade Essence 2 (Increase HP recovery from Cure spells)	✓	✓	✓	✓	**Weapons:** Yew Hammer (1), Loxley Bow (1), Sagittarius' Bow (1), Ur's Bow (1), Scroll of Light (1), Yew Staff (1), Purification Pike (1) **Head Armor:** Sage's Hat (2), Skull Mask (1) **Body Armor:** Earth Robe (1), Seer's Robes (2) **Accessories:** Jade Crest (2)
HOLY STONE 3	Jade Essence 3 (Increase HP recovery from Cure spells)	✓	✓	✓	✓	**Chests:** Forest 2 Area E **Weapons:** Claymore (2), Zantetsu (2), Hartstein (2), Exorcist Bow (2), Leaf Fan (2), Dragon Tusk (2), Mataza's Spear (2) **Head Armor:** Green Hat (2), Hairpin of Affection (1) **Body Armor:** Green Clothes (2), Parallel World Garb (1) **Accessories:** Jade Crest (3)
HOLY STONE 4	Jade Essence 4 (Increase HP recovery from Cure spells)	✓	✓	✓	✓	**Weapons:** Chocobow (2), Save the Queen (2), Angel Head (2), Zhuge's Uchiwa (2) **Head Armor:** Warlord Visor (2) **Body Armor:** Blazer Set (2), Warlord's Robes (2) **Accessories:** Rune Ring (3)
HOLY STONE 5	Jade Essence 5 (Increase HP recovery from Cure spells)	✓	✓	✓	✓	**Weapons:** Mythril Sword (3), Mythril Ladle (3), Mythril Bow (3), Mythril Rod (3), Scroll of Light (3), Mythril Club (3), Mythril Pike (3) **Head Armor:** Onion Helm (3), Skull Mask (3), Temple Helm (3) **Body Armor:** Earth Robe (3), Onion Armor (3), Temple Armor (3)
HOLY STONE 6	Jade Essence 6 (Increase HP recovery from Cure spells)	✓	✓	✓	✓	**Weapons:** Cresta's Pike (3) **Head Armor:** Green Hat (3), Mythic Beast Sallet (3) **Body Armor:** Green Clothes (3), Mythic Beast Plate (3) **Accessories:** Blessed Ring (3)

JEWEL	EFFECT	EQUIP				OBTAIN
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ICE STONE 1	Azure Essence 1 (Increase Blizzard attack power)	✓	✓	✓	✓	**Chests:** Ice Mountain 1 Area G (Hard), Fire Mountain 1 Area D (Hard), Ruins 1 Area I, Ice Mountain 2 Area G (all difficulties), Fire Mountain 2 Area D, Ruins 2 Area J
						Weapons: Ice Brand (1), Chilled Ladle (1), Frost Bow (1), Ice Staff (1), Icicle Club (1), Ice Lance (1)
						Head Armor: Frost Helm (1)
						Body Armor: Frost Armor (1)
						Accessories: Azure Crest (1)
ICE STONE 2	Azure Essence 2 (Increase Blizzard attack power)	✓	✓	✓	✓	**Chests:** Ice Mountain 1 Area G (Hard), Fire Mountain 1 Area D (Hard), Ice Mountain 2 Area G (Hard)
						Weapons: Platinum Paddle (1)
						Head Armor: Beast Sallet (1)
						Body Armor: Military Armor (1)
						Accessories: Azure Crest (2)
ICE STONE 3	Azure Essence 3 (Increase Blizzard attack power)	✓	✓	✓	✓	**Chests:** Ice Mountain 2 Area G (Hard)
						Weapons: Ace Mace (2), Hard Basher (2), Queen Heal (2)
						Head Armor: Frost Helm (2)
						Body Armor: Frost Armor (2)
						Accessories: Azure Crest (3)
ICE STONE 4	Azure Essence 4 (Increase Blizzard attack power)	✓	✓	✓	✓	**Weapons:** Dark Paddle (2)
						Head Armor: Mythril Helm (2)
						Body Armor: Mythril Armor (2)
ICE STONE 5	Azure Essence 5 (Increase Blizzard attack power)	✓	✓	✓	✓	**Weapons:** Great Paddle (3), Hyacinth (3), Skull Diva (3)
						Head Armor: Star Barrettes (3)
						Body Armor: Blue Novice Habit (3)
ICE STONE 6	Azure Essence 6 (Increase Blizzard attack power)	✓	✓	✓	✓	**Weapons:** Icicle Club (3)
						Head Armor: Frost Helm (3)
						Body Armor: Frost Armor (3)
KI GEM	Overboost Equipment 2 (Increase equipment maximum level)	✓	✓	✓	✓	**Quests:** Culinary Capers 4, Even More Bosses
						Chests: Fire Mountain 2, Forest 2
						Monsters: Adamantaimai (Fire Mountain 2), Guardian, Larkeicus (Hard), Grim Gaze (Hard), Scale Toad, Scorpion, Behemoth, Angry Flower, Lich
KNOWLEDGIUM	Scholar Wisdom (Increase recovery from Potions and Ethers)	✖	✓	✓	✓	**Weapons:** Bookworm's Hammer (1), Shopper's Hammer (1), Ur's Bow (2), White Swan Bow (1), Grimoire (1), Magic Wand (2), My First Spell (2), Strawberry Broom (2)
						Head Armor: Bandit Bandana (3), Scholar's Hood (1), Silver Glasses (2)
						Body Armor: Bandit Clothes (3), Student's Clothes (2), Scholar's Clothes (1)
						Accessories: Element Ring (2), Rune Ring (2)
KO GEM	Overboost Equipment 4 (Increase equipment maximum level)	✓	✓	✓	✓	**Chests:** Bridge Area A, E, and H
						Quests: Lotsa Bosses
						Monsters: Guardian (Hard), Buffasaur (Hard), Lava Spider (Hard), Larkeicus (Hard), Grim Gaze (Hard), Scale Toad (Hard), Libroarian (Hard), Hakka Scorpion (Hard), Baby Behemoth (Hard), Angry Flower, Angry Flower Bud, Dragon, Lich, Cu Chaspel, Hecteyes, Death Machine Type Omega, Bridge Adamantaimai, Tower Adamantaimai, Giant Crab
KURENAI	Overboost Equipment 7 (Increase equipment maximum level)	✓	✓	✓	✓	**Quests:** Even More Bosses (Hard), Monster Collector 3 (Hard)
						Monsters: Libroarian (Hard), Hakka Scorpion (Hard), Baby Behemoth (Hard), Zu (Hard), Angry Flower (Hard), Angry Flower Bud (Hard), Dragon (Hard), Lich (Hard), Cu Chaspel (Hard), Celeb (Hard), Hecteyes (Hard), Death Machine Type Omega (Hard), Death Machine Type Sigma (Hard), Neo Larkeicus (Hard), Giant Crab (Hard)
MAGIC STONE 1	MATK Boost 1 (Increase magic ATK power)	✓	✓	✓	✓	**Weapons:** Karma Bow (1), Continuity Bell (1), Magic Broomstick (1), Sybilla's Tome (1), General's Fan (2)
						Head Armor: Black Mage Hood (1), Cat Ears (1)
						Body Armor: Pastel Fur Coat (1)
						Accessories: Magic Ring (2)
MAGIC STONE 2	MATK Boost 2 (Increase magic ATK power)	✓	✓	✓	✓	**Weapons:** Evil Slayer (1), Evil Killer (1), Abyss Killer (1), Crowly Book (1), Magical Book (1), Evil Smasher (1)
						Head Armor: Pink Magic Hat (1), Princess's Tiara (2), Wizard Hat (1)
						Body Armor: Pink Robe (1), Wizard Robe (1)
						Accessories: Amethyst Studs (1), Death's Band (1 & 2)
MAGIC STONE 3	MATK Boost 3 (Increase magic ATK power)	✓	✓	✓	✓	**Weapons:** Karma Bow (2), Angel's Staff (2), Ariane Rod (2), Grimoire (2), Primeval Scroll (2)
						Head Armor: Fake Pavlov Mask (1), Scholar's Hood (2)
						Body Armor: Fake Pavlov Clothes (1), Scholar's Clothes (2)
						Accessories: Magic Ring (3)

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MAGIC STONE 4	MATK Boost 4 (Increase magic ATK power)	✓	✓	✓	✓	**Weapons:** Judgment Staff (2), Mythril Rod (2), Shugen Stave (2), Yew Staff (2) **Head Armor:** Fake Pavlov Mask (2) **Body Armor:** Fairytale Frock (2), Fake Pavlov Clothes (2)
MAGIC STONE 5	MATK Boost 5 (Increase magic ATK power)	✓	✓	✓	✓	**Body Armor:** Seer's Robes (3), Wizard Robe (3), Ariane Rod (3), Crowly Book (3), Sage's Staff (3)
MAGIC STONE 6	MATK Boost 6 (Increase magic ATK power)	✓	✓	✓	✓	**Weapons:** Wooden Staff (3) **Head Armor:** Fake Pavlov Mask (3), MAGICAL HELMET! (3), Silver Glasses (3), Wizard Hat (3) **Body Armor:** MAGICAL MAIL! (3), Student's Clothes (3)
MIGHT MALACHITE	Arm Boost 1 (Lift heavier enemies)	✗	✗	✓	✓	**Chests:** Ice Mountain 2 Area G **Weapons:** Bamboo Sword (3), Iron Sword (1), Troll Hatchet (1), Heavy Ladle (1), Iron Mallet (1), Mixing Mace (1), Iron Bow (1), Power Staff (1), Hard Basher (1), Power Paddle (1), Iron Lance (1) **Head Armor:** Cowboy Hat (2), War God Sallet (1), Wrestler Mask (1) **Body Armor:** Cowboy Outfit (2), Martial Arts Gi (1), Soldier's Suit (1), War God Armor (1), Wrestler Suit (1) **Accessories:** Rune Ring (1)
MIGHT MALACHITE: L	Arm Boost 3 (Lift heavier enemies)	✓	✓	✓	✓	**Weapons:** Troll Hatchet (3), Heavy Ladle (3), Harpoon (3), Obelisk (3) **Head Armor:** Beast Sallet (3), Black Knight Helm (2), Wrestler Mask (3) **Body Armor:** Black Knight Plate (2), Military Armor (3), Wrestler Suit (3) **Accessories:** Sapphire Studs (3)
MONKITE	Monk Wisdom (Increase damage from stomp and hang attacks)	✓	✓	✓	✓	**Weapons:** Battle Ax (1), Colossus Blade (1), Hartstein (1), Mixing Mace (2), TWINKLING MACE! (1), Great Paddle (1), Hero's Pike (1) **Head Armor:** Fauna Sallet (1), Spy Mask (2), Striped Doo-Rag (2) **Body Armor:** Kung Fu Gi (1), Martial Arts Gi (2), Spy Gear (2) **Accessories:** Citrine Studs (2)
MORION	MP Grow 3 (Increased maximum MP bonus at level up)	✓	✓	✓	✓	**Scratch Cards:** 10-20 **Weapons:** Chocobow (3), Save the Queen (3)
MURASAKI	Overboost Equipment 9 (Increase equipment maximum level)	✓	✓	✓	✓	**Quests:** Biggest Baddest Bosses! (Hard) **Monsters:** Angry Flower Bud (Hard), Dragon (Hard), Lich (Hard), Cu Chaspel (Hard), Death Machine Type Omega (Hard), Death Machine Type Sigma (Hard), Neo Larkeicus (Hard), Giant Crab (Hard)
OSCURA DIAMOND	Anti-Dark Grow 3 (Increased Dark resistance bonus at level up)	✓	✓	✓	✓	**Scratch Cards:** 06-10 **Weapons:** Artemis' Bow (3)
OSCURA PEARL	Dark Grow 3 (Increased Dark attack bonus at level up)	✓	✓	✓	✓	**Scratch Cards:** 06-09 **Weapons:** Arbalest (3)
PEARL DE LUZ	Thunder Grow 3 (Increased Thunder attack bonus at level up)	✓	✓	✓	✓	**Scratch Cards:** 15-20 **Weapons:** Light Blade (3)
PLANTER	Ring Root (Prevents bosses from breaking magic rings)	✓	✓	✓	✓	**Chests:** River Belle Area B (all difficulties) **Weapons:** Diamond Chime (1), Earth Staff (2), Magic Wand (1), Rune Bell (2), Yew Staff (2) **Head Armor:** Black Cat Hood (1), Summoner's Horn (1) **Body Armor:** Black Fur Coat (1), Summoner's Gown (1) **Accessories:** Earth Earrings (all levels)
QUICKENER	Ring Speed 1 (Increase magic ring movement speed)	✓	✓	✓	✓	**Chests:** River Belle Area B (All difficulties) **Weapons:** Aeolian Bow (1), Hayate Staff (1), Magical Book (2), Ishtar's Head (2), Tornado Pike (1) **Head Armor:** Blue Ribbon (2), Gray Cat Hood (1) **Body Armor:** Dress and Apron (2), Gray Fur Coat (1) **Accessories:** Wind Earrings (1 & 2)
RAN GEM	Overboost Equipment 5 (Increase equipment maximum level)	✓	✓	✓	✓	**Quests:** Lotsa Bosses (Hard), Monster Collector 1 (Hard) **Monsters:** Lava Spider (Hard), Larkeicus (Hard), Grim Gaze (Hard), Scale Toad (Hard), Libroarian (Hard), Hokka Scorpion (Hard), Baby Behemoth (Hard), Zu (Hard), Angry Flower (Hard), Berserk Guardian (Hard), Celeb (Hard), Hecteyes (Hard)
ROSA DIAMOND	Anti-Burn Grow 3 (Increased Fire resistance bonus at level up)	✓	✓	✓	✓	**Weapons:** Jester's Spoon (3)
ROSA PEARL	Fire Grow 3 (Increased Fire attack bonus at level up)	✓	✓	✓	✓	**Scratch Cards:** 15-18 **Weapons:** Iron Mallet of Rage (3)
RUBY	ATK Grow 3 (Increased ATK bonus at level up)	✓	✓	✓	✓	**Scratch Cards:** 11-19 **Weapons:** Adaman Hammer (3), King's Spoon (3)
RYOKO	Overboost Equipment 20 (Increase equipment maximum level)	✓	✓	✓	✓	**Quests:** Biggest Baddest Bosses (Hard) **Monsters:** Neo Larkeicus (Hard), Giant Crab (Hard) **Weapons:** Ragnarok (3), Homerun Slugger (3), Robot Howitzer (3), Bastet Staff (3), Tiamat Crunch (3), Dragon Tusk (3) **Head Armor:** Impersonator's Mask (3) **Accessories:** Seer Stone (3)

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SEI GEM	Overboost Equipment 1 (Increase equipment maximum level)	✓	✓	✓	✓	**Quests:** Monster Collector 1, Fragile! 3, Lotsa Bosses (all difficulties), Even More Bosses
						Chests: Fire Mountain 1 Area E (all difficulties)
						Monsters: Fire Mountain 2 Adamantaimai, Guardian (Hard), Buffasaur (Hard), Lava Spider, Larkeicus, Grim Gaze, Scale Toad, Libroarian, Berserk Guardian, Celeb, Hecteyes, Death Machine Type Sigma, Larkeicus Burst (all difficulties), Neo Larkeicus, Hakka Scorpion, Baby Behemoth, Angry Flower, Zu, Dragon, Lich, Cu Chaspel, Giant Crab
SHISUI	Overboost Equipment 8 (Increase equipment maximum level)	✓	✓	✓	✓	**Quests:** Even More Bosses (HarD), Monster Collector 3 (all difficulties)
						Monsters: Zu (Hard), Angry Flower (Hard), Angry Flower Bud (Hard), Dragon (Hard), Lich (Hard), Cu Chaspel (Hard), Celeb (Hard), Hecteyes (Hard), Death Machine Type Omega (Hard), Death Machine Type Sigma (Hard), Neo Larkeicus (Hard), Giant Crab (Hard)
SHOCK SMARAGDITE						
SMALL AMETHYST	MATK Grow 1 (Increased MATK bonus at level up)	✗	✗	✗	✓	**Scratch Cards:** 12-19
						Weapons: Candy Cane (3), Earth Staff (3), Fire Staff (3), Graf Besen (3), Ice Staff (3), Power Staff (3), Thunder Staff (3)
						Body Armor: Fake Pavlov Clothes (3)
						Accessories: Death's Band (3)
SMALL CITRINE	DEF Grow 1 (Increased DEF bonus at level up)	✗	✗	✗	✓	**Scratch Cards:** 11-20
						Weapons: Bastard Sword (3), Battle Ax (3), Claymore (3), Defender (3), Flametongue (3), Hatchet (3), Ice Brand (3), Iron Sword (3)
						Body Armor: Little King's Armor (3)
						Accessories: Guardian Bangle (3)
SMALL EMERALD	HP Grow 1 (Increased maximum HP bonus at level up)	✗	✗	✗	✓	**Scratch Cards:** 09-08
						Weapons: Brionac (3), Flame Lance (3), Ice Lance (3), Partisan (3), Primeval Pike (3), Thunder Pike (3)
						Body Armor: Pavlov Clothes (3)
						Accessories: Reptile Beads (3), Taurus Brooch (3)
SMALL MORION	MP Grow 1 (Increased maximum MP bonus at level up)	✗	✗	✗	✓	**Scratch Cards:** 10-19
						Weapons: Elfin Bow (3), Flame Bow (3), Frost Bow (3), Ranger's Bow (3), Slingshot (3), Thunder Slingshot (3)
						Body Armor: Penguin Costume (3)
						Accessories: Machina Pendent (3), Mighty Heart (3), Shelf Guard (3)
SMALL RUBY	ATK Grow 1 (Increased ATK bonus at level up)	✗	✗	✗	✓	**Scratch Cards:** 11-18
						Weapons: Bookworm's Hammer (3), Chilled Ladle (3f), Knight Hammer (3), Mixing Mace (3), Skull Hammer (3), Thunder Mace (3), TWINKLING MACE! (3)
						Body Armor: Shogun Harness (3)
						Accessories: Ignis Soul (3)
SMALL TOPAZ	MDEF Grow 1 (Increased MDEF bonus at level up)	✗	✗	✗	✓	**Scratch Cards:** 13-18
						Weapons: Ace Mace (3), Elemental Paddle (3), Fidelity Paddle (3), Flame Wing (3), Hard Basher (3), Queen Heal (3), Thor Smasher (3)
						Body Armor: Minister's Robes (3)
						Accessories: Glacia Soul (3)
SNAKE EYE	MP Absorb Attack 3 (Recover MP with damage dealt to enemy)	✓	✓	✓	✓	**Weapons:** Holy Judgment (3), Burnout Broom (3), Grand Slam (3)
						Head Armor: Blue Mage Mask (3), Layle's Goggles (3)
						Body Armor: Blue Mage Cloak (3), Layle's Jacket (3)
						Accessories: Machina Pendent (2), Warrior's Heart (3)
SPIRIT MOONSTONE	Focus Boost 1 (Reduce received damage when casting spells)	✓	✓	✓	✓	**Chests:** River Belle Area A
						Weapons: Ultima Weapon (1), Jewel Bat (1), Battle Sling (1 & 3), Jingle Bell (1), My First Spell (1), Striped Rod (1), Brawny Bonker (1), General's Fan (1), Camelot Lance (2), Lance of Longinus (1)
						Head Armor: Creepy Costume (1), Hard Hat (3), MAGICAL HELMET! (1), Spell Fencer's Hood (1)
						Body Armor: Black Mage Robe (1), Clothes of Justice (3), MAGICAL MAIL! (1), Red Mage Cloak (3), Spell Fencer's Robe (1), Sportswear (1)
						Accessories: Crystal Earrings (1)
SPIRIT MOONSTONE: L	Focus Boost 3 (Reduce received damage when casting spells)	✓	✓	✓	✓	**Weapons:** Shugen Stave (3), Striped Rod (3), Brawny Bonker (3), Unicorn Horn (2)
						Head Armor: Red Mage Hat (3)
						Body Armor: Blazer Set (3)
						Accessories: Amethyst Studs (3)
SPIRIT STONE 1	MP Boost 1 (Increase maximum MP)	✓	✓	✓	✓	**Weapons:** Angel's Bow (1), Arbalest (1), Ranger's Bow (1), Fidelity Paddle (1), Guard's Pike (1)
						Head Armor: Blue Ribbon (1), White Mage Hood (1)
						Body Armor: White Mage Robe (1)
						Accessories: Skill Ring (1)
SPIRIT STONE 2	MP Boost 2 (Increase maximum MP)	✓	✓	✓	✓	**Weapons:** Mythril Sword (1), Mythril Ladle (1), Mythril Bow (1), Mythril Rod (1), Mythril Club (1), Mythril Pike (1)
						Head Armor: Clay Doll Helm (1), Fairytale Hat (1), Hades Helm (1)
						Body Armor: Clay Doll Armor (1), Fairytale Frock (1), Hades Harness (1)
						Accessories: Onyx Stud (1), Shelf Guard (1 & 2), Skill Ring (2)

JEWEL	EFFECT	EQUIP				OBTAIN
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SPIRIT STONE 3	MP Boost 3 (Increase maximum MP)	✓	✓	✓	✓	**Weapons:** Evil Killer (2), Ballista (2), Elfin Bow (2), Hero's Bow (2), Long Bow (2), Sybilla's Tome (2), Castor (2)
						Head Armor: Pirate Hat (2), Summoner's Horn (2), Wizard Hat (2)
						Body Armor: Pirate Outfit (2), Summoner's Gown (2), Wizard Robe (2)
						Accessories: Skill Ring (3)
SPIRIT STONE 4	MP Boost 4 (Increase maximum MP)	✓	✓	✓	✓	**Weapons:** Aeolian Bow (2), Yoichi's Bow (2), Cloudsweeper Broom (2), Hayate Staff (2)
						Head Armor: Hero Mask (2), Justice Mask (2)
						Body Armor: Sailor Outfit (2)
SPIRIT STONE 5	MP Boost 5 (Increase maximum MP)	✓	✓	✓	✓	**Weapons:** Leopold (3), Passion Bow (3), Red Chocobow (3), Sagittarius' Bow (3), Ur's Bow (3)
						Head Armor: Flower Barrettes (3), Hades Helm (3)
						Body Armor: Hades Harness (3), Promise Dress (3), Red Novice Habit (3)
SPIRIT STONE 6	MP Boost 6 (Increase maximum MP)	✓	✓	✓	✓	**Weapons:** Wooden Bow (3)
						Head Armor: Creature Head (3), Promise Veil (3)
						Body Armor: Creature Suit (3)
STAMINA STONE 1	HP Boost 1 (Increase maximum HP)	✓	✓	✓	✓	**Weapons:** Toy Hammer (1), Lantern Lance (1), Partisan (1), Sky Pike (1)
						Head Armor: Hero Mask (1), Iron Helm (1), Justice Mask (1), Striped Doo-Rag (1)
						Body Armor: Iron Armor (1)
						Accessories: Life Ring (1)
STAMINA STONE 2	HP Boost 2 (Increase maximum HP)	✓	✓	✓	✓	**Weapons:** Legendary Sword (1), Gargoyle Masher (1), Shugen Stave (1), Harpoon (1)
						Head Armor: Cowboy Hat (1), Monster Mask (1), Sniper's Eye (1)
						Body Armor: Blazer Set (1), Cowboy Outfit (1), Mage Mail (1), Royal Armor (1)
						Accessories: Emerald Studs (1), Life Ring (2), Taurus Brooch (1 & 2)
STAMINA STONE 3	HP Boost 3 (Increase maximum HP)	✓	✓	✓	✓	**Weapons:** Gigantaxe (2), Pollux (2), Guard's Pike (2), High End (2), Soldier's Pike (2)
						Head Armor: Bull Helm (2), Frog Hood (2), Paladin Helm (2)
						Body Armor: Bull Harness (2), Frog Costume (2), Paladin Armor (2)
						Accessories: Blessed Ring (2), Life Ring (3)
STAMINA STONE 4	HP Boost 4 (Increase maximum HP)	✓	✓	✓	✓	**Weapons:** Halberd (2), Mythril Pike (2), Purification Pike (2), Tonbogiri (2)
						Head Armor: Hard Hat (2)
						Body Armor: Clothes of Justice (2)
STAMINA STONE 5	HP Boost 5 (Increase maximum HP)	✓	✓	✓	✓	**Weapons:** Hero's Pike (3), Tyrant's Spear (3), Weathercock (3), Whale Tusk (3)
						Head Armor: Monster Mask (2), Pot (3), Warrior Sallet (3)
						Body Armor: Promise Suit (3), Royal Armor (3), Steel Corslet (3), Warrior Harness (3)
STAMINA STONE 6	HP Boost 6 (Increase maximum HP)	✓	✓	✓	✓	**Weapons:** Bronze Lance (3)
						Head Armor: Clay Doll Helm (3), Sunglasses (6)
						Body Armor: Clay Doll Armor (3)
STAY LOW STONE	Equipment No Grow (Equipment levels do not increase)	✓	✓	✓	✓	**Accessories:** Goblin Ring (3)
STOMPEE STONE	Stompee's Revenge (Opponent loses gil if they stomp on you)	✓	✓	✓	✓	**Accessories:** Goblin Ring (1)
STRENGTH STONE 1	ATK Boost 1 (Increase ATK)	✓	✓	✓	✓	**Chests:** Aqueducts 1 Area C (Hard), Forest 2 Area E
						Weapons: Bastard Sword (1), Noble Knight Mallet (1), Ogre's Club (1), Queen Heal (1), Castor (1)
						Head Armor: Frog Hood (1), Kendo Mask (1), Powered Visor (1)
						Body Armor: Berserk Plate (1), Kendo Armor (1), Powered Suit (1)
						Accessories: Power Ring (2)
STRENGTH STONE 2	ATK Boost 2 (Increase ATK)	✓	✓	✓	✓	**Chests:** Aqueducts 1 Area C
						Weapons: Felseisen (1), Ogre Star (1), Titus' Fist (1), Freiherrin (1), Tyrant's Spear (1)
						Head Armor: Berserk Mask (1), Spell Fencer's Hood (2), Warlord Visor (1)
						Body Armor: Frog Costume (1), Kendo Armor (2), Spell Fencer's Robe (2), Warlord's Robes (1)
						Accessories: Ignis Soul (1 & 2), Ruby Studs (1)
STRENGTH STONE 3	ATK Boost 3 (Increase ATK)	✓	✓	✓	✓	**Weapons:** Bushido Sword (3), Ancient Ladle (2), Iron Mallet of Rage (2), Knight Hammer (2), Legend Ladle (1), Gungnir (2)
						Head Armor: Kendo Mask (2), Pavlov Mask (1), Shogun's Helm (1)
						Body Armor: Pavlov Clothes (1), Shogun Harness (1)
						Accessories: Power Ring (3)
STRENGTH STONE 4	ATK Boost 4 (Increase ATK)	✓	✓	✓	✓	**Weapons:** Fortune Mallet (2), Mythril Ladle (2), Skull Hammer (2), Spirit Basher (2), Yew Hammer (1)
						Head Armor: Beast Sallet (2), Creepy Costume (2), Pavlov Mask (2), Shogun's Helm (2)
						Body Armor: Military Armor (2), Pavlov Clothes (2), Shogun Harness (2), Sportswear (2)

JEWEL	EFFECT	EQUIP				OBTAIN
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STRENGTH STONE 5	ATK Boost 5 (Increase ATK)	✓	✓	✓	✓	**Weapons:** Bull Hammer (3), Hartstein (3), Platinum Ladle (3), Titus' Fist (3), Crimson Oath (3) **Head Armor:** Adaman Visor (3), Fauna Sallet (3), Frog Hood (3) **Body Armor:** Adaman Mail (3), Frog Costume (3), Kung Fu Gi (3)
STRENGTH STONE 6	ATK Boost 6 (Increase ATK)	✓	✓	✓	✓	**Weapons:** Wooden Hammer (3) **Head Armor:** Iron Helm (3), Pavlov Mask (3), Shogun's Helm (3), War God Sallet (3) **Body Armor:** Iron Armor (3), War God Armor (3)
STUNT STONE	Character No Grow (Experience level does not increase)	✓	✓	✓	✓	**Accessories:** Goblin Ring (2)
SUI GEM	Overboost Equipment 3 (Increase equipment maximum level)	✓	✓	✓	✓	**Quests:** Biggest Baddest Bosses **Chests:** Library 3 Area C **Monsters:** Guardian (Hard), Buffasaur (Hard), Lava Spider (Hard), Larkeicus (Hard), Grim Gaze (Hard), Scale Toad (Hard), Baby Behemoth, Zu, Angry Flower, Angry Flower Bud, Dragon, Lich, Cu Chaspel, Berserk Guardian, Celeb, Library 3 Mimic, Hecteyes, Death Machine Type Omega, Larkecicus Burst (all difficulties), Neo Larkeicus, Giant Crab
THUNDER STONE 1	Gold Essence 1 (Increase Thunder attack power)	✓	✓	✓	✓	**Chests:** Fire Mountain 2 Area D, Ruins 1 Area I, Ice Mountain 2 Area G, Ruins 2 Area J (Normal & Hard) **Weapons:** Bardiche (1), Thunder Hatchet (1), Thunder Mace (1), Thunder Slingshot (1), Thunder Staff (1), Thor Smasher (1), Thunder Pike (1) **Head Armor:** Dragon Sallet (1) **Body Armor:** Dragon Harness (1) **Accessories:** Golden Crest (1)
THUNDER STONE 2	Gold Essence 2 (Increase Thunder attack power)	✓	✓	✓	✓	**Chests:** Ruins 2 Area J (Hard) **Weapons:** Marianne's Bell, Striped Rod, Thor Smasher, Thunder Mace, Thunder Pike, Thunder Slingshot, Thunder Staff Ogre Ax (1) **Head Armor:** Giant's Sallet (1) **Body Armor:** Giant's Harness (1) **Accessories:** Golden Crest (2)
THUNDER STONE 3	Gold Essence 3 (Increase Thunder attack power)	✓	✓	✓	✓	**Chests: Chests:** Ruins 2 Area J (Hard) **Weapons:** Battle Ax (2), Scroll of Light (2) **Head Armor:** Dragon Sallet (2) **Body Armor:** Dragon Harness (2) **Accessories:** Golden Crest (3)
THUNDER STONE 4	Gold Essence 4 (Increase Thunder attack power)	✓	✓	✓	✓	**Weapons:** Dark Blade (2) **Head Armor:** Giant's Sallet (2) **Body Armor:** Giant's Harness (2)
THUNDER STONE 5	Gold Essence 5 (Increase Thunder attack power)	✓	✓	✓	✓	**Weapons:** Platinum Edge (3) **Head Armor:** Navy Cap (3) **Body Armor:** Navy Uniform (3)
THUNDER STONE 6	Gold Essence 6 (Increase Thunder attack power)	✓	✓	✓	✓	**Weapons:** Colossus Blade (3) **Head Armor:** Dragon Sallet (3) **Body Armor:** Dragon Harness (3)
TIGER EYE	MP Absorb Defense 1 (Recover MP from received damage)	✖	✓	✓	✓	**Scratch Cards:** 04-20 **Weapons:** Treasured Blade (2), Treasured Hammer (2), Battle Sling (2), Treasured Bow (2), Wasp Sting (3), Magical Book (3), Treasured Staff (2), Grafin (3), Tiamat Crunch (2), Treasured Paddle (2), Treasured Pike (2) **Head Armor:** Pink Magic Hat (3) **Body Armor:** Pink Robe (3) **Accessories:** Mighty Heart (1), Soul Charm (1)
TIME STONE 1	Violet Essence 1 (Increased Spacetime attack bonus at level up)	✓	✓	✓	✓	**Weapons:** Rune Ax (1), Ballista (1), Rune Bell (q) **Head Armor:** Gambler's Hat (1) **Body Armor:** Gambler's Gear (1) **Accessories:** Violet Crest (1)
TIME STONE 2	Violet Essence 2 (Increased Spacetime attack bonus at level up)	✓	✓	✓	✓	**Weapons:** Platinum Ladle (1), Yew Staff (1) **Head Armor:** Army Helmet (1) **Body Armor:** Army Uniform (1) **Accessories:** Violet Crest (2)
TIME STONE 3	Violet Essence 3 (Increased Spacetime attack bonus at level up)	✓	✓	✓	✓	**Weapons:** Candy Cane (2), Continuity Bell (2), Kitty Staff (1) **Head Armor:** Powered Visor (2) **Body Armor:** Powered Suit (2) **Accessories:** Violet Crest (3)

JEWEL	EFFECT	EQUIP				OBTAIN
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TIME STONE 4	Violet Essence 4 (Increased Spacetime attack bonus at level up)	✓	✓	✓	✓	**Weapons:** Dark Staff (2), Stardust Staff (2) **Head Armor:** Head Maid's Hat (2) **Body Armor:** Head Maid's Outfit (2)
TIME STONE 5	Violet Essence 5 (Increased Spacetime attack bonus at level up)	✓	✓	✓	✓	**Weapons:** Septentrio Blade (3), Kitty Staff (3), Susanne's Bell (3), Yew Staff (3) **Head Armor:** Blue Ribbon (3), Flayer Helm (3) **Body Armor:** Dress and Apron (3), Flayer Armor (3)
TIME STONE 6	Violet Essence 6 (Increased Spacetime attack bonus at level up)	✓	✓	✓	✓	**Weapons:** Rune Bell (3) **Head Armor:** Cat Ears (3)
TINY AZUL DIAMOND	Anti-Frost Grow 1 (Increased Blizzard resistance bonus at level up)	✗	✗	✗	✓	**Weapons:** Cloudsweeper Broom (3), Elfin Waltz (3), Hard Smasher (3), Power Paddle (3)
TINY AZUL PEARL	Ice Grow 1 (Increased Blizzard attack bonus at level up)	✗	✗	✗	✓	**Weapons:** Star Mine (3), Wood Grip (3)
TINY DIAMOND DE LUZ	Anti-Zap Grow 1 (Increased Thunder resistance bonus at level up)	✗	✗	✗	✓	**Weapons:** Hero's Sword (3), Rune Ax (3)
TINY MALVA DIAMOND	Anti-Time Grow 1 (Increased Spacetime resistance bonus at level up)	✗	✗	✗	✓	**Weapons:** Magic Wand (3), My First Spell (3)
TINY OSCURA PEARL	Dark Grow 1 (Increased Dark attack bonus at level up)	✗	✗	✗	✓	**Scratch Cards:** 14-19 **Weapons:** Ballista (3), Bazooka (3), Long Bow (3)
TINY PEARL DE LUZ	Thunder Grow 1 (Increased Thunder attack bonus at level up)	✗	✗	✗	✓	**Scratch Cards:** 15-19 **Weapons:** Feather Saber (3), Thunder Hatchet (3)
TINY ROSA DIAMOND	Anti-Burn Grow 1 (Increased Fire resistance bonus at level up)	✗	✗	✗	✓	**Weapons:** Iron Mallet (3), Toy Hammer (3)
TINY ROSA PEARL	Fire Grow 1 (Increased Fire attack bonus at level up)	✗	✗	✗	✓	**Scratch Cards:** 15-17 **Weapons:** Fire Mallet (3), Retribution Hammer (3), Spider Bow (3)
TINY UMBRIO DIAMOND	Anti-Dark Grow 1 (Increased Dark resistance bonus at level up)	✗	✗	✗	✓	**Weapons:** Hero's Bow (3), Iron Bow (3)
TINY VERDE DIAMOND	Anti-Stun Grow 1 (Increased Stun resistance bonus at level up)	✗	✗	✗	✓	**Weapons:** Omega Hammer (3), Lantern Lance (3), Rune Spear (3), Soldier's Pike (3)
TINY VERDE PEARL	Stun Grow 1 (Increased Stun power bonus at level up)	✗	✗	✗	✓	**Scratch Cards:** 13-20 **Weapons:** High End (3), Iron Lance (3), Guard's Pike (3)
TINY VIOLETA PEARL	Spacetime Grow 1 (Increased Spacetime attack bonus at level up)	✗	✗	✗	✓	**Weapons:** Diamond Chime (3), Grimoire (3), Magic Broomstick (3), Memory Book (3)
TOPAZ	MDEF Grow 3 (Increased MDEF bonus at level up)	✓	✓	✓	✓	**Scratch Cards:** 13-19 **Weapons:** Phoenix Wing (3), Princess Knight (3)
VEGETARIUM	Veggie Might (Increase restored HP from veggies)	✓	✓	✓	✓	**Quests:** Fragile! 2, Monster Collector 1 **Chests:** Ice Mountain 1 Area F, Fire Mountain 1 Area E (all difficulties), Ice Mountain 2 Area C, Fire Mountain 2 Area F, Library 3 Area C (Hard), Bridge Area E **Monsters:** Fire Mountain 2 Mimic **Weapons:** Bamboo Sword (2), Bronze Sword (1), Hatchet (1), Homerun Slugger (2), Wooden Hammer (1), Slingshot (1), Earth Staff (1), Diadora Bash (1), Wood Grip (1), Bronze Lance (1), Soldier's Pike (1) **Head Armor:** Bronze Helm (1), Feathered Hat (1), Impersonator's Mask (2) **Body Armor:** Blue Mage Cloak (2), Bronze Corslet (1), Travel Clothes (1) **Accessories:** Magic Ring (1), Mind Ring (1), Warrior's Heart (2)
VERDE DIAMOND	Anti-Stun Grow 3 (Increased Stun resistance bonus at level up)	✓	✓	✓	✓	**Weapons:** Holy Lance (3)
VERDE PEARL	Stun Grow 3 (Increased Stun power bonus at level up)	✓	✓	✓	✓	**Scratch Cards:** 14-18 **Weapons:** Sky Pike (3)
VIOLENCE EYE	HP Absorb Defense 3 (Recover HP from received damage)	✗	✓	✓	✓	**Weapons:** Seven-Prong Sword (3), Noble Knight Mallet (3), Unicorn Horn (3) **Head Armor:** Sniper's Eye (3), White Mage Hood (3) **Body Armor:** Mage Mail (3), White Mage Robe (3) **Accessories:** Blood Charm (3), Reptile Beads (2)
VIOLETA DIAMOND	Anti-Time Grow 3 (Increased Spacetime resistance bonus at level up)	✗	✗	✗	✓	**Weapons:** Continuity Bell (3)
VIOLETA PEARL	Spacetime Grow 3 (Increased Spacetime power bonus at level up)	✓	✓	✓	✓	**Scratch Cards:** 16-10 **Weapons:** Primeval Scroll (3)

JEWEL	EFFECT	EQUIP				OBTAIN
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WARD STONE 1	MDEF Boost 1 (Increase magic DEF)	✓	✓	✓	✓	**Chests:** Library 1 Area H (Hard)
						Weapons: Long Bow (1), Ariane Rod (1), Elemental Paddle (1), Still Fan (1)
						Head Armor: Princess's Tiara (1), Silver Glasses (1)
						Body Armor: Student's Clothes (1)
						Accessories: Mind Ring (2)
WARD STONE 2	MDEF Boost 2 (Increase magic DEF)	✓	✓	✓	✓	**Chests:** Library 1 Area H (Hard)
						Weapons: Artemis' Bow (1), Vicontes (1), Zhuge's Uchiwa (1)
						Head Armor: Blue Magic Hat (1), Cursed Mask (1), Pirate Hat (1)
						Body Armor: Pirate Outfit (1), Sorcerer Robe (1)
						Accessories: Glacia Soul (1 & 2), Sapphire Studs (1)
WARD STONE 3	MDEF Boost 3 (Increase magic DEF)	✓	✓	✓	✓	**Weapons:** Soft Tank (2), Susanne's Bell (2), Elfin Waltz (2), Star Mine (2), Wood Grip (2)
						Head Armor: Black Cat Hood (2), Blue Mage Mask (2), Minister's Glasses (1)
						Body Armor: Black Fur Coat (2), Minister's Robes (1), Penguin Costume (1)
						Accessories: Mind Ring (3)
WARD STONE 4	MDEF Boost 4 (Increase magic DEF)	✓	✓	✓	✓	**Weapons:** Evil Smasher (2), Great Paddle (2), Hyacinth (2), Mythril Club (2)
						Head Armor: Fairytale Hat (2), Minister's Glasses (2), Pink Magic Hat (2)
						Body Armor: Minister's Robes (2), Monarch's Robe (2), Penguin Costume (2), Pink Robe (2)
WARD STONE 5	MDEF Boost 5 (Increase magic DEF)	✓	✓	✓	✓	**Weapons:** Vicontes (3), Lamia's Paddle (3), Lemuria Club (3), Rosenarm (3)
						Head Armor: Gray Cat Hood (3), Pirate Hat (3), Sage's Hat (3), Scholar's Hood (3)
						Body Armor: Gray Fur Coat (3), Pirate Outfit (3), Scholar's Clothes (3)
WARD STONE 6	MDEF Boost 6 (Increase magic DEF)	✓	✓	✓	✓	**Weapons:** Aura Shooter (3)
						Head Armor: Angelic Hairpin (3), Chainmail Hood (3), Minister's Glasses (3), Spell Fencer's Hood (3)
						Body Armor: Angel Raiment (3), Spell Fencer's Robe (3)
WILD EYE	HP Absorb Defense 1 (Recover HP with received damage)	✗	✓	✓	✓	**Weapons:** Grinder (3), Iron Sword (2), Felseisen (3), Iron Mallet (2), Iron Bow (2), Power Staff (2), Power Paddle (2), Tiamat Crunch (1), Gemsbock (3), Iron Lance (2)
						Head Armor: Berserk Mask (3)
						Body Armor: Berserk Plate (3)
						Accessories: Blood Charm (1), Reptile Beads (1)
WILL STONE 1	Silver Essence 1 (Increase Stun attack success rate)	✓	✓	✓	✓	**Weapons:** Hero's Sword (1), Iron Mallet of Rage (1), Knight Hammer (1), Omega Hammer (1), Hero's Bow (1), Hard Smasher (1), Star Mine (1)
						Head Armor: Fighting Headgear (1), Temple Helm (1)
						Body Armor: Temple Armor (1)
						Accessories: Silver Crest (1)
WILL STONE 2	Silver Essence 2 (Increase Stun attack success rate)	✓	✓	✓	✓	**Weapons:** Platinum Edge (1), Bull Hammer (1), Wasp Sting (1), Stardust Staff (1), Lemuria Club (1), Camelot Lance (1), Gemsbock (1)
						Head Armor: Fauna Sallet (2), Hard Hat (1)
						Body Armor: Clothes of Justice (1), Kung Fu Gi (2)
						Accessories: Silver Crest (2)
WILL STONE 3	Silver Essence 3 (Increase Stun attack success rate)	✓	✓	✓	✓	**Weapons:** Retribution Hammer (2), Rune Spear (2), Sonic Lance (2), Tornado Pike (2)
						Head Armor: Layle's Goggles (1), Valkyrie Sallet (2)
						Body Armor: Layle's Jacket (1), Valkyrie Armor (2)
						Accessories: Silver Crest (3)
WILL STONE 4	Silver Essence 4 (Increase Stun attack success rate)	✓	✓	✓	✓	**Weapons:** Platinum Ladle (2), Titus' Fist (2), Dark Bow (2), Brionac (2), Dark Lance (2), Hero's Pike (2)
						Head Armor: Flayer Helm (2), Onion Helm (2)
						Body Armor: Flayer Armor (2), Onion Armor (2)
WILL STONE 5	Silver Essence 5 (Increase Stun attack success rate)	✓	✓	✓	✓	**Weapons:** Gigantaxe (3), Canhur (3), Trident (3)
						Head Armor: Head Maid's Hat (3), Martial Arts Gi (3), Spy Mask (3), Striped Doo-Rag (3)
						Body Armor: Head Maid's Outfit (3), Spy Gear (3)
WILL STONE 6	Silver Essence 6 (Increase Stun attack success rate)	✓	✓	✓	✓	**Weapons:** Zantetsu (3), Exorcist Bow (3), Leaf Fan (3), Mataza's Spear (3)
						Accessories: Fighting Headgear (3)
WISDONIUM	Sage Wisdom (Increase duration of ailments inflicted on enemies)	✓	✓	✓	✓	**Scratch Cards:** 07-09
						Weapons: Light Blade (2), Adaman Hammer (2), Arbalest (2), Crowly Book (2), Magic Broomstick (2), Memory Book (2), Diadora Bash (2), Freiherrin (2), Lamia's Paddle (2), Holy Lance (2)
						Head Armor: Cat Ears (2), Mythic Beast Sallet (1), Sage's Hat (1), Sunglasses (2)
						Body Armor: Pastel Fur Coat (2), Mythic Beast Plate (2), Promise Suit (2), Seer's Robes (1)
						Accessories: Emerald Studs (2)

MATERIALS

Materials are the raw items needed to create new equipment at Custom Fabrications. Found in random-stock chests, dropped by monsters, or earned through successful quest completion, it really pays to have a healthy stock of materials handy, as you never know when you'll find a new Scroll with a nifty piece of equipment to make!

Buy: Cost to purchase the material straight from Custom Fabrications.

Recipe: The gil and materials cost needed to Custom Order it from Custom Fabrications. You must purchase the appropriate Scroll from the Shoppe before you can Order the material.

Acquire: What monsters, chests, quests and Scratch Cards you can obtain the materials from. Monsters and chests list the areas and difficulty levels that contain the item.

MATERIAL	BUY	RECIPE	ACQUIRE
ABYSSIAN	-	270g, Mythril x1, Holy Orb x1, Yellow Orb x1 (Hard)	**Scroll:** Shoppe (27g, H…
			Chests: Mine (Hard)…
			Monsters: Graveyard…
			Quests: Culinary Ca…
ADAMAN SHELL			**Monsters:** Fire Mo…
			Quests: 3 (Hard)

STOCK UP!

Early on, materials do not seem too important, as most of the equipment you can Custom Order is also readily available for sale intact at Ye Compleat Adventurer. However, as you progress through the game, more and more powerful equipment becomes available only through Custom Order by finding Scrolls hidden throughout the world. This is especially true in the Hard and Very Hard difficulty modes! Several of these pieces also require very special materials available only from defeated Boss characters.

As such, it is highly recommended that you re-visit old areas often to re-battle these bosses, ensuring that you have a healthy stock of those unique materials (as well as gaining more experience for you and your current equipment). Plunder every treasure chest on the way to gather up as many of the more common materials as you can; the chests re-stock with semi-randomized items each time you re-enter the world map, meaning a nigh-limitless supply of materials! This is especially useful if you have several CPU-controlled characters to equip! Make sure you have a healthy stock of everything possible before starting a new game at a higher difficulty level as well, since all the old areas will be locked again!

MATERIAL	BUY	RECIPE	ACQUIRE
ABYSSIAN	—	270g, Mythril x1, Holy Orb x1, Yellow Orb x1 (Hard)	**Scroll:** Shoppe (27g, Hard)
			Chests: Mine (Hard), Bridge (Hard)
			Monsters: Graveyard (Hard), Mine (Hard), Bridge (Hard), Tower (Hard)
			Quests: Culinary Capers 4 (Hard), Fragile! 3 (Hard), Bring the Cows Home 3 (Hard), Smash-O-Rama 4 & 5 (Hard)
ADAMAN SHELL	—	—	**Monsters:** Fire Mountain 2 (all), Bridge (all), Tower (all), River Belle (all)
			Quests: Barrel Battle 3 (Hard)
ADAMAN TUSK	—	—	**Monsters:** Fire Mountain 2 (all), Bridge (all), Tower (all), River Belle (all)
ADAMANTITE	—	320g, Adaman Shell x1, Tortoise Shell x1, Grain of Light x5	**Scroll:** Shoppe (32g, Hard)
			Monsters: Library Bonus Boss Book (Hard), Tower (Hard), River Belle (Hard)
			Quests: Monster Mash 3 (Hard), Biggest Baddest Bosses (Hard), Monster Collector 4 (Hard)
ALCHEMY CORE	—	—	**Monsters:** Library 1 (all), Ruins 1 (all), Aqueducts 2 (all), Ice Mountain 2 (all), Fire Mountain 2 (all), Library 2 (all), Ruins 2 (all), Forest 2 (all), Graveyard (all), Library 3 (all), Mine (all), Bridge (all), Tower (all)
BEHEMOTH CLAW	—	—	**Monsters:** Library Bonus Boss Book (all)
BEHEMOTH HORN	—	—	**Monsters:** Library Bonus Boss Book (all)
BIG ONE-EYE	—	—	**Monsters:** Ice Mountain 1 (all), Ruins 1 (all), Ice Mountain 2 (all), Ruins 1 (all), Mine (all), Tower (all)
BLACK FEATHER	—	—	**Monsters:** Graveyard (all)
BLACK GOLD	—	110g, Gold x1, Sulfur Dust x1, Stained Bone x1	**Scroll:** Shoppe (11g, Normal)
			Monsters: Library 1 (Hard), Library 2 (Hard), Library Bonus Boss Book (Normal), Forest 2 (Hard), Graveyard (Normal), Mine (Normal), Bridge (Normal), Tower (all), River Belle (Normal)
			Quests: Hunt the Hidden 2 (Normal), Bring the Cows Home 3 (Normal), Even More Bosses (Normal), Monster Collector 3 & 4 (Normal), Smash-O-Rama 5 (Normal), Carry Tag 2 (Hard), Carry Tag 3 (Normal), Barrel Battle 1 (Hard), Barrel Battle 3 (Normal), Whirlpolo 2 & 3 (Normal), Balloon Poppers 3(Normal), Gladiators 3 (Normal)
BLACK SILVER	—	80g, Silver x1, Dark Dust x2	**Scroll:** Shoppe (8g, Normal)
			Monsters: Fire Mountain 1 (Hard), Library 2 (Hard), Forest 2 (all), Bridge (Normal), Tower (Normal), River Belle (Normal)
			Quests: Monster Mash 3 (Normal), Fire Fighters 4 (Normal), Fragile! 3 (Hard), Hunt the Hidden 2 (Hard), Monster Collector 2 & 4 (Normal), Starfest Counting Song 3 (Normal), Carry Tag 3 (Hard), Whirlpolo 1 (Hard), Balloon Boppers 2 (Normal), Ballon Boppers 3 (Hard), Gladiators 3 (Hard)
BLOODIED RAG	—	—	**Monsters:** Library Bonus Boss Book (all)
BLUE FAY DUST	30	—	**Chests:** Forest 1 (Hard), Aqueducts 1 (Normal), Ruins 1 (Normal & Hard), Aqueducts 2 (Normal & Hard), Ice Mountain 2 (Normal & Hard), Fire Mountain 2 (Normal), Library 2 (Normal), Ruins 2 (Hard), Forest 2 (Hard), Bridge (Hard), Tower (Hard)
			Monsters: Forest 1 (all), Aqueducts 1 (all), Ice Mountain 1 (all), Fire Mountain 1 (all), Library 1 (all), Aqueducts 2 (all), Ice Mountain 2 (all), Library 2 (all), Forest 2 (Hard), Library 3 (all), Bridge (all)
			Quests: Bring the Cows Home 1 (Normal)

MATERIAL	BUY	RECIPE	ACQUIRE
BLUE ORB	140g, Blue Fay Dust x5, Blue Stone x2, Big One-Eye x1	—	**Scroll:** Shoppe (14g, Hard)
BLUE STONE	50	—	**Monsters:** Forest 1 (all), Aqueducts 1 (all), Ice Mountain 1 (all), Fire Mountain 1 (all), Ruins 1 (all), Aqueducts 2 (all), Ice Mountain 2 (all), Fire Mountain 2 (all), Library 2 (all), Ruins 2 (all), Forest 2 (all), Graveyard (Hard), Library 3 (all), Mine (all), Bridge (all), Tower (Hard), River Belle (all)
			Chests: Forest 1 (Normal & Hard), Aqueducts 1 (Hard), Ice Mountain 1 (Normal & Hard), Aqueducts (Normal & Hard), Ice Mountain 2 (all), Fire Mountain 2 (Hard), Forest 2 (Normal & Hard), Bridge (Normal & Hard), Tower (Hard)
			Quests: Monster Mash 1 (Hard), Fragile! 2 (Normal), Lotsa Bosses (Normal), Starfest Counting Song 1 (Normal), Barrel Battle 1 (Normal), Forget the Fakes 1 (Normal), Switches Galorific (Normal), Whirlpolo 1 (Normal)
BOMB'S SOUL	—	—	**Monsters:** Ice Mountain 1 (all), Fire Mountain (all), Ruins 1 (all), Ice Mountain 2 (all), Fire Mountain 2 (all), Ruins 2 (all)
BONE	—	—	**Monsters:** Aqueducts (all), Library 1 (all), Aqueducts 2 (all), Library 2 (all)
BOOKCASE SPLINTER	—	—	**Monsters:** Library 2 (all)
BUFFASAUR HORN	—	—	**Monsters:** Aqueducts 1 (all)
			Scratch Cards: 03-12
BUFFASAUR SHELL	—	—	**Monsters:** Aqueducts 1 (all)
			Scratch Cards: 03-11
CARNIFLOWER FLUID	—	—	**Monsters:** Library Bonus Bosses Book (all)
CARNIFLOWER SEED	—	—	**Monsters:** Library Bonus Bosses Book (all)
CHIMERA BLOOD	—	—	**Monsters:** Aqueducts 2 (all), Library 2 (all), Library 3 (all), Mine (all), Tower (all)
COCKATRICE FEATHER	—	—	**Monsters:** Ruins 1 (all), Fire Mountain 2 (all), Ruins 2 (all), Mine (all), Tower (all), River Belle (all)
COCKATRICE SCALE	—	—	**Monsters:** Ruins 1 (all), Fire Mountain 2 (all), Ruins 2 (all), Graveyard (all), Mine (all), Tower (all), River Belle (all)
COPPER	—	10g, Copper Shard x3, Red Stone x1, Blue Stone x1	**Scroll:** Shoppe (1g, Normal)
			Chests: Forest 1 (all), Aqueducts 1 (Normal), Ice Mountain 1 (Hard), Ruins 1 (Normal), Forest 2 (all), Library 3 (Normal)
			Monsters: Forest 1 (all), Aqueducts 1 (Normal), Ruins 1 (all), Ruins 2 (all), Graveyard (Normal), Bridge (all), Tower (all)
			Quests: Treaure Hunt 1 (Normal), Fake Fight Frenzy 1 (Normal), Fire Fighters 1 (Normal), Fragile! 1 (Normal), Area 151X (Normal), Bring the Cows Home 1 (Hard), Smash-O-Rama 1 (all), Smash-O-Rama 2 (Normal), Starfest Counting Song 1 (all), Carry Tag 1 (Normal)
COPPER SHARD	15	—	**Chests:** Forest 1 (all), Aqueducts 1 (Normal), Ice Mountain 1 (Hard), Ruins 1 (Normal), Forest 2 (all), Library 3 (Normal)
			Monsters: Forest 1 (all), Aqueducts 1 (Normal), Ice Mountain 1 (Hard), Ruins 1 (Normal), Fire Mountai n2 (Hard), Ruins 2 (Normal), Library 3 (Normal)
			Quests: Culinary Capers 1 (Normal), Treasure Hunt 1 (Normal), Monster Mash 1 (Normal), Fake Fight Frenzy 1 (Normal), Fire Fighters 1 (Normal)
CURIOUS PETAL	—	—	**Monsters:** Forest 2 (all), Graveyard (all)
DARK DUST	—	—	**Chests:** Aqueducts 1 (Normal), Library 1 (all), Ruins 1 (Normal & Hard), Aqueducts 2 (Normal & Hard), Ice Mountain 2 (Normal & Hard), Fire Mountain 2 (Normal), Library 2 (Normal), Ruins 2 (all), Forest 2 (Normal), Graveyard (all), Mine (all), Bridge (all)
			Monsters: Forest 1 (all), Aqueducts 1 (all), Ice Mountain 1 (all), Library 1 (all), Ruins 1 (Normal), Aqueducts 2 (all), Ice Mountain 2 (Hard), Fire Mountain 2 (all), Library 2 (all), Ruins 2 (Normal), Forest 2 (all), Graveyard (all), Library 3 (all), Mine (all), Bridge (all), Tower (all), River Belle (all)
			Quests: Fragile! 3 (all), Treasure Hunt 2 (Normal), Monster Mash 2 (Normal), Area 051X (Normal), Area 251X (Normal), Even More Basses (Normal), Invisible Stalkers 1 & 2 (Normal), Monster Collector 2 (Normal), Smash-O-Rama 5 (all), Starfest Counting Song (all), Carry tag 2 (all), Carry Tag 3 (Normal), Barrel Battle 3 (all), Whirlpolo 2 (all), Ballon Boppers 2 (Normal), Gladiators 3 (all)
DARK ORB	—	180g, Sulfur Dust x1, Element Gem x1, Big One-Eye x1	**Scroll:** Shoppe (18g, Hard)
			Monsters: Graveyard (Hard), Mine (Hard), Bridge (Hard), Tower (Hard)
			Quests: Culinary Capers 4 (Hard), hunt the Hidden 2 (Hard), Bring the Cows Home 3 (Hard), Monster Collector 4 (Hard), Carry Tag 3 (Hard), Barrel Battle 3 (Hard), Whirlpolo 2 (Hard)
DEFENSE PROPELLER	—	—	**Monsters:** Forest 1 (all), Forest 2 (all)
DRAGON HORN	—	—	**Monsters:** Library Bonus Boss Book (all)
DRAGON SCALE	—	—	**Monsters:** Library Bonus Boss Book (all)
ELEMENTAL GEM	—	—	**Monsters:** Aqueducts 1 (all), Ice Mountain 1 (all), Fire Mountain 1 (all), Ruins 1 (all), Aqueducts 2 (all), Ice Mountain 2 (all), Fire Mountain 2 (all), Ruins 2 (all), Graveyard (all), Library 3 (all), Mine (all), Tower (all)
EXECUTIONER MASK	—	—	**Monsters:** Library Bonus Bosses Book (all)
FELINE SPIRIT	—	—	**Monsters:** Aqueducts 2 (all), Library 2 (all), Library 3 (all), Mine (all), Tower (all)
FINE LEATHER	—	90, Mu Fur x3, Odd Angled Eye x1	**Scroll:** Shoppe (9g, Normal)
			Quests: Culinary Capers 1 (Hard), Culinary Capers 3 (Normal), Monster Mash 1 (Hard), Monster Mash 2 (Normal), Switches Galorific 1 (Hard)
FINE SILK	-90	90g, Mu Fur x3, Odd Angled Eye x1	**Scroll:** Shoppe (9g, Normal)
			Quests: Culinary Capers 3 (Normal), Fake Fight Frenzy 1 (Hard), Fire Fighters 1 (Hard), Forget the Fakes 1 (Hard)
FLAME FUNGUS	—	—	**Monsters:** Fire Mountain 2 (all),
FLAN GOOP	—	—	**Monsters:** Ice Mountain 1 (all), Fire Mountain 1 (all), Ruins 1 (all), Ice Mountain 2 (all), Fire Mountain 2 (all), Ruins 2 (all)
GARUDA FEATHER	—	—	**Monsters:** Library Bonus Boss Book (all)
GARUDA TALON	—	—	**Monsters:** Library Bonus Boss Book (all)
GIANT CRAB SHELL	—	—	**Monsters:** River Belle (all)

MATERIAL	BUY	RECIPE	ACQUIRE
GIANT LIZARD FLOATER	—	—	**Monsters:** Mine (all)
GIANT LIZARD HIDE	—	—	**Monsters:** Mine (all)
GIANT TOAD MEAT	—	—	**Monsters:** Ice Mountain 2 (all)
GIANT TOAD TONGUE	—	—	**Monsters:** Ice Mountain 2 (all)
GOLD	—	90, Gold Shard x3, Red Stone x1, Blue Stone x1	**Scroll:** Shoppe (9g, Normal) **Chests:** Ice Mountain 1 (Hard), Library 1 (Hard), Ruins 1 (Hard), Ice Mountain 2 (Hard), Library 2 (Normal, Hard), Ruins 2 (all), Forest 2 (Hard), Graveyard (Normal), Mine (Normal), Bridge (Normal), Tower (Normal) **Monsters:** Library 1 (Hard), Ruins 1 (Hard), Ice Mountain 2 (Hard), Library 2 (all), Ruins 2 (all), Graveyard (Normal), Library 3 (all), Mine (Normal), Bridge (all), Tower (all), River Belle (all) **Quests:** Treasure Hunt 2 (Hard), Monster Mash 2 (Normal), Fake Fight Frenzy 2 & 3 (Hard), Fire Fighters 3 (Normal), Fire Fighters 4 (Hard), Fragile! 2 (Hard), Hunt the Hidden 2 (Normal), Area 251X (Normal), Bring the Cows Home 1 (Hard), Invisible Stalkers 1 (Hard), Monster Collector 3 (Normal), Carry Tag 2 (Hard), Carry Tag 3 (Normal), Barrel Battle 1 (Hard), Forget the Fakes 2 (Normal), Switches Galorific 2 (Normal), Whirlpolo 2 (Normal), Balloon Boppers 1 (Normal), Balloon Boppers 3 (Normal), Gladiators 1 (Hard), Gladiators 2 (all)
GOLD SHARD	75	—	**Chests:** Ice Mountain 1 (Hard), Library 1 (Hard), Ruins 1 (Hard), Ice Mountain 2 (Hard), Library 2 (Normal & Hard), Ruins 2 (all), Forest 2 (Hard), Graveyard (Normal), Mine (Normal), Bridge (Normal), Tower (Normal) **Monsters:** Ice Mountain 1 (Hard), Library 1 (Hard), Ruins 1 (Hard), Ice Mountain 2 (Hard), Library 2 (all), Ruins 2 (all), Forest 2 (Hard), Graveyard (all), Library 3 (all), Mine (all), Bridge (all), Tower (all) **Quests:** Treasure Hunt 2 (Hard), Fake Fight Frenzy 2 & 3 (Hard), Fire Fighters 3 (Normal), Fire Fighters 4 (Hard), Fragile! 2 (Hard), Fragile! 3 (Normal), Hunt the Hidden 2 (Normal), Bring the Cows Home 2 (Normal), Even More Bosses (Normal), Invisible Stalkers 1 (Hard), Invisible Stalkers 2 (Normal), Monster Collector 3 (Normal), Smash-O-Rama 4 (Hard), Starfest Counting Song 2 (Hard), Starfest Counting Song 3 (Normal), Carry Tag 3 (Normal), Barrel Battle 1 (Hard), Forget the Fakes 2 & 3 (Normal), Swithces Galorific 2 (Normal), Whirlpolo 3 (Normal), Baloon Boppers 3 (Normal), Gladiators 1 (Normal), Gladiators 2 (all)
GRAIN OF LIGHT	—	—	**Monsters:** Forest (all), Aqueducts 1 (all), Ice Mountain 1 (all), Fire Mountain 1 (all), Library 1 (all), Ice Mountain 2 (all), Fire Mountain 2 (all), Library 2 (all), Forest 2 (all), Mine (all), Bridge (all)
GREEN FAY DUST	30	—	**Chests:** Forest 1 (Hard), Aqueducts 1 (Normal), Ruins 1 (Normal & Hard), Aqueducts 2 (Normal & Hard), Ice Mountain 2 (Normal & Hard), fire Mountain 2 (Normal), Library 2 (Normal), Ruins 2 (Hard), Forest 2 (Hard), Bridge (Hard), Tower (Hard) **Monsters:** Forest 1 (all), Aqueducts 1 (all), Ice Mountain 1 (all), Fire Mountain 1 (all), Library 1 (all), Ruins 1 (all), Aqueducts 2 (Normal), Ice Mountain 2 (all), Fire Mountain 2 (all), Library 2 (all), Forest 2 (all), Mine (all), Bridge (all), Tower (Normal) **Quests:** Culinary Capers 1 (Hard), Treasure Hunt 1 (Hard), Fire Fighters 1 (Hard)
HOLY ORB	—	180g, Seraph Dust x1, Element Gem x1, Big One-Eye x1	**Scroll:** Shoppe (18g, Hard) **Monsters:** Forest 2 (Hard), Graveyard (Hard), Mine (Hard), Bridge (Hard), Tower (Hard) **Quests:** Culinary Capers 3 & 4 (Hard), Monster Mash 3 (Hard), Fake fight Frenzy 3 (Hard), Bring the Cows Home 3 (Hard), Monster Collector 3 (Hard), Smash-O-Rama 3 (Hard), Forget the Fakes 3 (Hard), Whirlpolo 3 (Hard)
HOMUNCULUS CORE	—	—	**Monsters:** Tower (all)
HONEY ACID	—	—	**Monsters:** Library 1 (all), Forest 2 (all), Graveyard (all)
IRON	—	50g, Iron Shard x3, Red Stone x1, Blue Stone x1	**Scroll:** Shoppe (5g, Normal) **Chests:** Aqueducts (Hard), Ice Mountain 1 (Normal), Fire Mountain 1 (Normal), Library 1 (Normal & Hard), Ruins 1 (Normal), Aqueducts 2 (Hard), Ice Mountain 2 (Normal), Library 3 (Normal) **Monsters:** Aqueducts (Hard), Ice Mountain 1 (all), Fire Mountain 1 (all), Library 1 (all), Ruins 1 (al), Bridge (all), Tower (all) **Quests:** Culinary Capers 2 (Normal), Fire Fighters 2 (Normal), Fragile! 1 (Hard), Fragile! 2 (Normal), Hunt the Hidden 1 (Hard), Area 051X (Normal & Hard), Bring the Cows Home 1 (Hard), Lotsa Bosses (Normal), Smash-O-Rama 2 (Hard), Starfest Counting Song (all), Carry Tag 1 (Hard), Carry Tag 2 (Normal), Barrel Battle 1 & 2 (Normal), Forget the Fakes 1 (Normal), Balloon Bopper 1 (Normal), Gladiators 1 (Normal)
IRON SHARD	30	—	**Chests:** Aqueducts 1 (Hard), Ice Mountain 1 (Normal), Fire Mountain 1 (Normal), Library (Normal & Hard), Ruins 1 (Normal), Aqueducts 2 (Hard), Ice Mountain 2 (Normal) **Monsters:** Aqueducts 1 (Hard), Ice Mountain 1 (all), Fire Mountain 1 (all), Library 1 (all), Ruins 1 (all), Aqueducts 2 (Hard), Ice Mountain 2 (Normal), Library 3 (Normal) **Quests:** Area 051x (Hard), Area 151X (Normal)
IRON SILK	—	230g, Silk x1, Iron x1	**Scroll:** Shoppe (23g, Hard) **Quests:** Fragile! 1 (Hard), Area 051X (Hard), Starfest Counting Song 2 (Hard)
JELLYFISH BONBON	—	—	**Monsters:** Aqueducts 1 (all), Ice Mountain 1 (all), Aqueducts 2 (all), Forest 2 (all), Mine (all)
LAVA SPIDER CLAW	—	—	**Monsters:** Fire Mountain 1 (all)
LAVA SPIDER SCALE	—	—	**Monsters:** Fire Mountain 2 (all)
LEATHER	—	50, Mu Fur x2	**Scroll:** Shoppe (5g, Normal) **Quests:** Culinary Capers 1 (all), Culinary Capers 3 (Normal), Treasure Hunt 1 (all), Treasure Hunt 2 (Normal), Monster Mash 1 (all), Fake Fight Frenzy 1 (Hard), Fake Fight Frenzy 2 (Normal), Fragile! (all), Bring the Cows Home 1 (Normal), Invisible Stalkers 1 (Normal), Smash-O-Rama 2 (all), Smash-O-Rama 3 (Normal), Starfest Counting Song 1 (all), Carry Tag 2 (all), Switches Galorific 1 (Hard), Whirlpolo (Normal)
LENS SHARD	—	—	**Monsters:** Library 1 (all)
LITTLE THORN	—	1	**Monsters:** Forest 1 (all), Aqueducts 1 (all), Ice Mountain 1 (all), Fire Mountain 1 (all), Library 1 (all), Ice Mountain 2 (all), Fire Mountain 2 (all), Library 2 (all), Forest 2 (all), Mine (all), Bridge (all)
LIZARD CREST	—	—	**Monsters:** Aqueducts (all), Ruins 1 (all), Library 2 (all), Ruins 2 (all)
LIZARD SCALE	—	—	**Monsters:** Aqueducts (all), Ruins 1 (all), Library 2 (all), Ruins 2 (all)

MATERIAL	BUY	RECIPE	ACQUIRE
MACHINE CASING	—	—	**Monsters:** Bridge (all)
MACHINE CYLINDER	—	—	**Monsters:** Bridge (all)
MAGE'S GRAVEPOST	—	—	**Monsters:** Graveyard (all)
MAGIC STONE	—	—	**Chests:** Fire Mountain 1 (Normal), Library 1 (Normal & Hard), Library 2 (Normal)
			Monsters: Aqueducts (Hard), Ice Mountain 1 (all), Fire Mountain 1 (all), Library 1 (all), Aqueducts 2 (Hard), Ice Mountain 2 (all), Library 2 (all), Ruins 2 (all), Forest 2 (all), Library 3 (all), Mine (all), Bridge (Hard)
			Quests: Culinary Capers 3 (Hard), Materials Hunt! (Hard), Monster Mash 1 (Hard), Fake Fight Frenzy 1 & 2 (Hard), Fragile! 1 & 2 (Hard), Even More Bosses (Hard), Invisible Stalkers 2 (Hard), Smash-O-Rama 1 2 & 3 (Hard), Starfest Counting Song 1 (Hard), Carry Tag 1 (Hard), Forget the Fakes 1 (all), Switches Galorific 1 (all), Whirlpolo 1 (Normal)
MAGIC VASE SHARD	—	—	**Monsters:** Fire Mountain 1 (all), Library 1 (all), Library 2 (all), Library 3 (all)
MAGICIAN'S SOUL	—	—	**Monsters:** Graveyard (all)
MIMIC SLOUGH	—	—	**Monsters:** Library 1 (all), Fire Mountain 2 (all), Library 2 (all), Graveyard (all), Library 3 (all), Bridge (all), River Belle (all)
MIMIC TALON	—	—	**Monsters:** Library 1 (all), Fire Mountain 2 (all), Library 2 (all), Graveyard (all), Library 3 (all), Bridge (all), River Belle (all)
MOOGLE PLANT	30	—	**Chests:** Ice Mountain 2 (Hard), Ice Mountain 2 (Hard), Bridge (Hard)
			Monsters: Forest 2 (all), Graveyard (all), Mine (Hard),
			Quests: Fake Fight Frenzy 3 (all), Fire Fighters 4 (Normal), Hunt the Hidden 1 (Hard), Area 151X (Hard), Invisible Stalkers 2 (Hard)
MU FUR	—	—	**Monsters:** Forest 1 (all), Aqueducts 1 (all), Ice Mountain 1 (all), Fire Mountain 1 (all),Ice Mountain 2 (all), Fire Mountain 2 (all), Forest 2 (all), Mine (all), Bridge (all), River Belle (all)
			Quests: Culinary Capers 2 (all), Monster Mash 1 (Normal), Fake Fight Frenzy 1 (Normal), Fire Fighters 2 (all), Fragile! 1 (Normal), Hunt the Hidden 1 (Normal), Area 051X (all), Monster Collector 2 (Hard), Smash-O-Rama 1 & 2 (all), Smash-O-Rama 3 (Normal), Starfest Counting Song 1 (all), Carry Tag 1 & 2 (all), Forget the Fakes 1 & 2 (Hard), Switches Galorific 1 (all), Switches Galorific 2 (Hard), Whirpolo 1 (Normal), Balloon Boppers 1 (all), Gladiators 1 (Normal)
MU NOSE	—	—	**Monsters:** Forest 1 (all), Aqueducts 1 (all), Ice Mountain 1 (all), Fire Mountain 1 (all),Ice Mountain 2 (all), Fire Mountain 2 (all), Forest 2 (all), Mine (all), Bridge (all), River Belle (all)
MU PARCHMENT	—	70g, Mu Fur x2, Tree Branch x3, Oak Branch x2	**Scroll:** Shoppe (7g, Normal)
			Chests: Fire Mountain 2 (all)
			Monsters: Library 1 (all), Fire Mountain 2 (all), Library 2 (all), Graveyard (all), Library 3 (all), Mine (all), River Belle (all)
			Quests: Culinary Capers 2 (all), Treasure Hunt 1 (Hard), Monster Mash 3 (Normal), Fake Fight Frenzy 2 & 3 (Normal), Fire Fighters 2 (all), Fragile! 2 (Normal), Bring the Cows Home 3 (Normal), Biggest Baddest Bosses (Normal), Monster Collector 4 (Normal), Gladiators 1 (Normal)
MYTHRIL	—	160g, Mythril Shard x3, White Dust x3, Dark Dust x3	**Scroll:** Shoppe (16g, Hard)
			Chests: Ice Mountain 2 (Hard), Fire Mountain 2 (Hard), Library 2 (Hard), Forest 2 (Hard), Graveyard (Hard), Library 3 (Hard), Mine (Hard), Bridge (Hard), Tower (Hard)
			Monsters: Aqueducts 2 (Hard), Ice Mountain 2 (Hard), Fire Mountain 2 (Hard), Library 2 (Hard), Forest 2 (Hard), Graveyard (Hard), Mine (Hard), Bridge (Hard)
			Quests: Monster Mash 2 & 3 (Hard), Fire Fighters 4 (Hard), Fragile! 3 (Hard), area 251X (Hard), Monster Collector 1 & 4 (Hard), Smash-O-Rama 4 (Hard), Starfest Counting Stone 3 (Hard), Forget the Fakes 3 (Hard), Switches Galorific 3 (Hard), Whirlpolo 2 (Hard), Balloon Boppers 2 (Hard), Gladiators 3 (Hard)
MYTHRIL SHARD	125	—	**Chests:** Ice Mountain 2 (Hard), Fire Mountain 2 (Hard), Library 2 (Hard), Forest 2 (Hard), Graveyard (Hard), Library 3 (Hard), Mine (Hard), Bridge (Hard), Tower (Hard)
			Monsters: Aqueducts 2 (Hard), Ice Mountain 2 (Hard), Fire Mountain 2 (Hard), Library 2 (Hard), Ruins 2 (Hard), Forest 2 (Hard), Graveyard (Hard), Library 3 (Hard), Mine (Hard), Bridge (Hard), Tower (Hard)
			Quests: Monster Mash 2 (Hard), Fire Fighters 4 (Hard), Area 251X (Hard), Monster Collector 2 (Hard), Smash-O-Rama 4 (Hard), Starfest Counting Song 3 (Hard), Forget the Fakes 2 (Hard), Switches Galorific 2 & 3 (Hard), Whirlpolo 2 (Hard), Balloon Boppers 2 (Hard), Gladiators 2 & 3 (Hard)
MYTHRIL SILK	—	450g, Silk x2, Mythril x1, Honey Acid x3	**Scroll:** Shoppe (45g, Hard)
			Quest: Monster Collector 2 (Hard), Forget the Fakes 2 (Hard), Switches Galorific 2 (Hard)
OAK BRANCH	60	—	**Chests:** Aqueducts 1 (Hard), Ice Mountain 1 (Normal), Fire Mountain 1 (Hard), Aqueducts 2 (Hard), Ice Mountain 2 (Hard), Forest 2 (Hard), Graveyard (Hard)
			Monsters: Forest 1 (Hard), Aqueducts 1 (all), Ice Mountain 1 (all), Fire Mountain 1 (all), Library 1 (all), Aqueducts 2 (Hard), Ice Mountain 2 (all), Fire Mountain 2 (all), Library 2 (Hard), Ruins 2 (all), Forest 2 (all), Graveyard (Normal), Mine (all), Bridge (Normal), Tower (all), River Belle (all)
ODD ANGLED EYE	—	—	**Monsters:** Forest (all), Ice Mountain 1 (all), Fire Mountain 1(all), Ice Mountain 2 (all), Fire Mountain 2 (all), Ruins 2 (all), Forest 2 (all), Graveyard (all), Mine (all), Tower (all)
OLD HELLISH IRON	—	—	**Monsters:** Library Bonus Bosses Book (all)
OLD SWORD	—	—	**Monsters:** River Belle (Hard)
ONE-EYE WING	—	—	**Monsters:** Ice Mountain 1 (all), Ruins 1 (all), Ice Mountain 2 (all), Ruins 2 (all), Mine (all), Tower (all)
ORICHALCUM	—	230g, Mythril x1, Holy Orb x1, Yellow Stone x1	**Scroll:** Shoppe (23g, Hard)
			Chests: Ruins 2 (Hard)
			Monsters: Forest 1 (Hard), Ruins 2 (Hard), Graveyard (Hard), Library 3(Hard), Mine (Hard), Bridge (Hard), Tower (Hard)
			Quests: Culinary Capers 4 (Hard), Area 251X (Hard), Bring the Cows Home 3 (Hard), Invisible Stalkers 2 (Hard), Starfest Counting Song 3 (Hard), Gladiators 3 (Hard)
PHOENIX DOWN	—	—	**Monsters:** Fire Mountain 1 (Hard), Ruins 1 (Hard), Ruins 3 (Hard), Graveyard (Hard), Tower (Hard)
			Quests: Area 151X (Hard), Gladiators 2 (Hard)
PINK BOOK	—	—	**Monsters:** Library 2 (all)

MATERIAL	BUY	RECIPE	ACQUIRE
PLATINUM	—	140g, Gold x1, White Dust x1, Bone x1	**Scroll:** Shoppe (14g, Normal)
			Monsters: Library 1 (Hard), Ruins 1 (Hard), Ice Mountain 2 (Hard), Library Bonus Bosses Book (Normal), Forest 2 (Hard), Graveyard (Normal), Bridge (Normal), Tower (Normal), River Belle (Normal)
			Quests: Culinary Capers 2 (Normal), Treasure Hunt 2 (Hard), Materials Hunt! (Normal), Monster Mash 3 (Normal), Fire Fighters 4 (Normal), Bring the Cows Home 3 (Normal), Lotsa Bosses (Hard), Biggest Baddest Bosses (Normal), Invisible Stalkers 1 (Hard), Invisible Stalkers 2 (Normal), Monster Collector 1 (Hard), Smash-O-Rama 5, Barrel Battle 3 (Normal), Switches Galorific 3 (Normal), Whirlpolo 1 (Normal), Balloon Boppers 1 (Hard), Gladiators 2 (Hard)
PROTECTIVE SHELL	—	—	**Monsters:** Forest 1 (all), Forest 2 (all)
RED FAY DUST	30	—	**Chests:** Forest 1 (Hard), Aqueducts (Normal), Ruins 1 (Normal & Hard), Aqueducts (Normal & Hard), Ice Mountain 2 (Normal & Hard), Fire Mountain 2 (Normal), Library 2 (Normal), Ruins 2 (Hard), Forest 2 (Hard), Bridge (Hard), Tower (Hard)
			Monsters: Forest 1 (all), Aqueducts (all), Ice Mountain 1 (all), Fire Mountain 1 (all), Library 1 (all), Aqueducts 2 (all), Ice Mountain 2 (all), Fire Mountain 2 (all), Library 2 (all), Forest 2 (all), Library 3 (all), Mine (all), Bridge (all)
			Quests: Fire Fighters 3 (Hard), Bring the Cows Home 1 (Normal)
RED ORB	—	140g, Red Fay Dust x5, Red Stone x2, Big One-Eye x1	**Scroll:** Shoppe (14g, Hard)
			Monsters: Ice Mountain 2 (Hard), Library 2 (Hard), Forest 2 (Hard)
			Quests: Fire Fighters 3 (Hard)
RED STONE	50	—	**Chests:** Forest 1 (Normal & Hard), Aqueducts 1 (Hard), Ice Mountain 1 (Normal & Hard), Library 1 (Normal), Aqueducts 2 (Normal & Hard), Ice Mountain 2 (all), Fire Mountain 2 (Hard), Forest 2 (Normal & Hard), Bridge (Normal & Hard), Tower (Hard)
			Monsters: Forest 1 (all), Aqueducts 1 (all), Ice Mountain 1 (all), Fire Mountain 1 (all), Library 1 (all), Ruins 1 (all), Aqueducts 2 (all), Ice Mountain 2 (all), Fire Mountain 2 (all), Library 2 (all), Ruins 2 (all), Forest 2 (all), Graveyard (Hard), Library 3 (all), Mine (all), Bridge (all), Tower (Hard), River Belle (all)
SAHAGIN FIN	—	—	**Monsters:** Aqueducts 2 (all), Ice Mountain 2 (all), Mine (all), Vridge (all), Tower (all), River Belle (all)
SCORPION EYE	—	—	**Monsters:** Library Bonus Bosses Book (all)
SCORPION SHELL	—	—	**Monsters:** Library Bonus Bosses Book (all)
SECRET SCROLL	—	—	**Monsters:** Library Bonus Boss Book (all)
SERAPH DUST	—	90g, White Dust x5, Grain of Light x1, Bomb's Soul x1	**Scroll:** Shoppe (9g, Normal)
			Chests: Bridge (Hard)
			Monsters: Library 1 (Hard), Ruins 1 (Hard), Forest 2 (Normal), Mine (Normal), Bridge (Normal), Tower (Normal)
			Quests: Culinary Capers 3 (Hard), Materials Hunt! (Hard), Monster Mash 2 (Hard),Monster Mash 3 (Normal), Fake Fight Frenzy 3 (Normal), Fire Fighters 1 (Hard), Area 151X (Hard),Area 251X (Hard), Bring the Cows Home 2 (all), Even More Bosses (Hard), Monster Collector 3 (Hard), Smash-O-Rama 1 3 & 5 (Hard), Smash-O-Rama 5 all), Carry Tag 1 & 3 (Hard), Barrel Battle 2 (Hard), Forget the Fakes 3 (all), Switches Galorific 3 (all), Whirlpolo 3 (Hard), Galdiators 1 (Hard),
SILK	—	50g, Mu Fur x2	**Scroll:** Shoppe (5g, Normal)
			Quests: Culinary Capers 1 & 3 (Normal), Treasure Hunt 1 (Hard), Treasure hunt 2 (Normal), Monster Mash 1 (Hard), Fake Fright Frenzy (Hard), Fire Fighters 1 (all), Fragile! 1 (all), Hunt the Hidden 1 (Normal), Area 051X (all), Area 151X (Normal), Bring the Cows Home 1 (Normal), Invisible Stalkers 1 (Normal), Monster Collector 2 (Hard), Smash-O-Rama 1 (all), Smash-O-Rama 3 (Normal), Starfest Counting Song 2 (all), Carry Tag 1 (all), Barrel Battle 1 (Normal), Forget the Fakes 1 (Hard), Forget the Fakes 2 (all), Switches Galorific 1 (Normal), Switches Galorific 2 (all), Balloon Boppers 1 (all), Balloon Boppers 2 (Hard)
SILVER	—	70, Silver Shard x3, Red Stone x1, Blue Stone x1	**Scroll:** Shoppe (7g, Normal)
			Chests: Fire Mountain 1 (Hard), Aqueducts 2 (Normal & Hard), Ice Mountain 2 (Normal), Fire Mountain 2 (Normal), Library 2 (Hard), Forest 2 (Hard), Mine (Normal), Bridge (Normal)
			Monsters: Fire Mountain 1 (Hard), Aqueducts 2 (all), Ice Mountain 2 (all), Fire Mountain 2 (all), Library 2 (Hard), Ruins 2 (all), Forest 2 (all), Graveyard (Normal), Mine (Normal), Bridge (all), Tower (all), River Belle (all)
			Quests: Culinary Capers 2 (Hard), Materials Hunt! (Normal), Fire Fighters 2 (Hard), Bring the Cows Home 1 (Hard), Carry Tag 3 (Hard), Barrel Battle 1 (Hard), Barrel Battle 2 (Normal), Whirlpolo 1 (Hard), Balloon Boppers 2 (Normal), Balloon Boppers 3 (Hard)
SILVER SHARD	45	—	**Chests:** Fire Mountain 1 (Hard), Aqueducts 2 (Normal & Hard), Ice Mountain 2 (Normal), Fire Mountain 2 (Normal), Library 2 (Hard), Forest 2 (all), Mine (Normal), Bridge (Normal)
			Monsters: Ice Mountain 1 (Hard), Fire Mountain 1 (Hard), Ruins 1 (Hard), Aqueducts 2 (all), Ice Mountain 2 (all), Fire Mountain 2 (Normal), Library 2 (Hard), Ruins 2 (all), Forest 2 (all), Graveyard (all), Library 3 (Normal), Mine (all), Bridge (all), Tower (all), River Belle (all)
			Quests: Materials Hunt! (Normal), Monster Collector 1 & 2 (Normal), Barrel Battle 1 (Hard), Barrel Battle 2 (Normal), Whirlpolo 1 (Hard), Balloooon Boppers 2 (Normal)
SKULL	—	—	**Monsters:** Aqueducts (all), Library 1 (all), Aqueducts 2 (all), Library 2 (all), Graveyard (all), Bridge (all)
SOFT CELL	—	—	**Monsters:** Forest 2 (all)
SPARK SPORE	—	—	**Monsters:** Forest 2 (all)
SPIN AMOEBA	—	—	**Monsters:** Forest 2 (all)
STAINED BONE	—	—	**Monsters:** Graveyard (all), Bridge (all)
STAINED FIN	—	—	**Monsters:** Graveyard (all), Bridge (all), Tower (all)
STEEL	—	—	**Monsters:** Aqueducts 1 (all), Ruins 1 (all), Ice Mountain 2 (Hard), Fire Mountain 2 (Hard), Library 2 (all), Ruins 2 (all), Forest 1 (Normal)
			Quests: Treasure Hunt 2 (Hard), Materials Hunt! (Normal), Invisible Stalkers 1 (Hard), Gladiators 2 (Normal)
STURDY VINE	—	—	**Monsters:** Fire Mountain 1 (all), Library 1 (all), Fire Mountain 2 (all), Forest 2 (all), Graveyard (all)

MATERIAL	BUY	RECIPE	ACQUIRE
SULFUR DUST	—	90g, Dark Dust x5, Grain of Light x1, Bomb's Soul c1	**Scroll:** Shoppe (9g, Normal)
			Chests: Bridge (Hard)
			Monsters: Graveyard (Normal), Bridge (Normal), Tower (all)
			Quests: Culinary Capers 1 (Hard), Fragile! 3 (all), Hunt the Hidden 2 (all), Area 251X (Normal), Bring the Cows Home 2 (Hard), Even More Bosses (Hard), Monster Collector 4 (Normal), Smash-O-Rama 2 & 5 (Hard), Starfest Counting Song 1 (Hard), Starfest Counting Song 3 (all), Whirlpolo 2 & 3 (Hard), Balloon Boppers 3 (all), Gladiators 3 (all)
TORTOISE SHELL	—	—	**Monsters:** Library 1 (all), Library 2 (all), Library 3 (all), Mine (all), Bridge (all)
			Quests: Barrel Battle 3 (Hard)
TREE BRANCH	30	—	**Chests:** Fire Mountain 1 (Hard), Aqueducts 1 (Hard), Library 2 (Hard), Forest 2 (Hard), Graveyard (Hard)
			Monsters: Forest 1 (all), Aqueducts 1 (all), Fire Mountain 1 (Normal), Library 1 (all), Ruins 1 (all), Aqueducts 2 (Hard), Ice Mountain 1 (Hard), Fire Mountain 2 (all), Ruins 2 (all), Forest 2 (all), Graveyard (Hard), Bridge (Normal)
			Quests: Culinary Capers 1 (Normal), Treausre Hunt 1 (Normal), Fake Fight Frenzy 2 & 3 (Normal), Fire Fighters 1 (Normal), Hunt the Hidden 1 (all)
ULTIMA SILK	—	680g, Silk x3, Ultimite x1, Honey Acid x5	**Scroll:** Shoppe (68g, Hard)
			Quests: Biggest Baddest Bosses (Hard)
ULTIMITE	—	—	**Chests:** Tower (Hard)
			Monsters: Library Bonus Bosses Book (Hard), Bridge (Hard), Tower (Hard), River Belle (Hard)
			Quests: Monster Mash 3 (Hard), Biggest Baddest Bosses Hard), Monster Collector 4 (Hard)
UNKNOWN SEED	—	—	**Monsters:** Fire Mountain 1 (all), Library 1 (all), Fire Mountain 2 (all), Forest 2 (all), Graveyard (all)
VERIAUL ALLOY	—	—	**Monsters:** Ruins 1 (all)
VERIAUL BATTERY	—	—	**Monsters:** Ruins 1 (all)
WANDERING SOUL	—	—	**Monsters:** Library Bonus Bosses Book (all)
WHITE DUST	—	—	**Chests:** Aqueducts 1 (Normal), Ice Mountain 1 (Normal), Library 1 (all), Ruins 1 (Normal & Hard), Aqueducts 2 (Normal & Hard), Ice Mountain 2 (Normal & Hard), Fire Mountain 2 (Normal), Library 2 (Normal), Ruins 2 (all), Forest 2 (Normal), Graveyard (all), Mine (all), Bridge (all)
			Monsters: Aqueducts 1 (all), Ice Mountain 1 (all), Fire Mountain 1 (all), Library 1 (all), Ruins 1 (Hard), Aqueducts 2 (all), Ice Mountain 2 (all), Fire Mountain 2 (all), Library 2 (all), Ruins 2 (all), Forest 2 (all), Graveyard (all), Mine (all), Bridge (all), Tower (all)
			Quests: Culinary Capers 3 (Hard), Treasure Hunt 2 (Normal), Materials Hunt! (Hard), Monster Mash 2 (Hard), Fake Fight Frenzy 2 & 3 (Hard), Fire Fighters 4 (Normal), Area 051X (Normal) Area 151X (Hard), Area 251X (Hard), Bring the Cows Home 2 (all), Invisible Stalkers 1 (Normal), Monster Collector 2 & 3 (Hard), Smash-O-Rama 3 (Hard), Smash-)-Rama 4 & 5 (Normal), Carry Tog 3 (Hard), Barrel Battle 2 (Hard), Barrel Battle 3 (all), Forget the Fakes 2 (Hard), Forget the Fakes 2 (all), Switches Galorific 2 (Hard), Switches Galorific 3 (all), Whirlpolo 3 (Hard), Balloon Boppers (all), Balloon Boppers 2 (Hard), Gladiators 1 (Hard)
WHITE SILVER	—	90g, Silver x1, White Dust x2	**Scroll:** Shoppe (9g, Normal)
			Monsters: Forest 2 (Normal), Mine (Normal), Bridge (Normal), Tower (Normal), River Belle (Normal)
			Quests: Culinary Capers 4 (Normal), Bring the Cows Home 2 & 3 (Normal), Biggest Baddest Bosses (Normal), Smash-O-Rama (Normal), Forget the Fakes 3 (Normal), Switches Galorific 3 (Normal), Whirlpolo 2 (Normal)
YELLOW FAY DUST	30	—	**Chests:** Forest 1 (Hard), Aqueducts 1 (Normal), Ruins 1 (Normal & Hard), Aqueducts 2 (Normal & Hard), Ice Mountain 2 (Normal & Hard), Fire Mountain 2 (Normal), Library 2 (Normal), Ruins 2 (Hard), Forest 2 (Hard), Bridge (Hard), Tower (Hard)
			Monsters: Forest 1 (all), Aqueducts 1 (all), Ice Mountain 1 (all), Fire Mountain 1 (all), Library 1 (all), Ruins 1 (all), Aqueducts 2 (all), Ice Mountain 2 (all), Library 2 (all), Ruins 2 (all), Forest 2 (Hard), Library 3 (all), Bridge (all)
YELLOW FEATHER	—	—	**Monsters:** Aqueducts 2 (all), Library 2 (Hard), Library 3 (all), Mine (all), Bridge (Hard), Tower (all)
			Quests: Fire Fighters 3 (Hard), Hunt the Hidden 2 (Hard), Invisible Stalkers 3 (Hard)
YELLOW ORB	—	140g, Yellow Fay Dust x5, Yellow Stone x2, Big One-Eye x1	**Scroll:** Shoppe (14, Hard)
			Monsters: Ice Mountain 2 (Hard), Library 2 (Hard)
			Quests: Monster Collector 1 (Hard)
YELLOW STONE	50	—	**Chests:** Forest (Normal & Hard),
			Monsters: Forest (Hard), Aqueducts 1 (all), Library 1 (Normal), Ruins 1 (all), Aqueducts 2 (all), Ice Mountain (Hard), Library 2 (all), Ruins 2 (all), Library 3 (all), Mine (Hard), Bridge (Hard), Tower (Hard)
			Quests: Fire Fighters 3 (Normal), Starfest Counting Song 2 (Normal), Forget the Fakes 2 (Normal), Switches Galorific 2 (Normal)
YESTERYEAR WATCH	—	—	**Monsters:** Tower (all)
YEW BRANCH	—	—	**Chests:** Forest 1 (Hard), Fire Mountain 1 (Hard), Ruins 1 (Hard), Aqueducts 2 (Hard), Ice Mountain 2 (Hard), Library 2 (Hard), Forest 2 (Hard)
			Monsters: Forest 1 (Hard), Fire Mountain 1 (Hard), Ruins 1 (Hard), Ice Mountain 2 (Hard), Library 2 (Hard), Ruins 2 (Hard), Tower (Hard)
			Quests: Culinary Capers 2 & 3 (Hard), Materials Hunt! (Hard), Fire Fighters 2 & 3(Hard), Hunt the Hidden 1 (Hard), Smash-O-Rama 3 (Hard), Starfest Counting Song 2 (Hard), Whirlpolo 1 (Hard)

BESTIARY

This guide lists the enemies grouped by the area in which you encounter them, as an enemy encountered in one location will have considerably different stats than in another location—and even the *same* location as earlier during a different chapter in the story!

Statistics:
Each enemy's statistics change depending on what area you encounter them in, as well as the game mode. Both story mode and multiplay have **N**ormal, **H**ard, and **V**ery Hard settings. Multiplay stats are marked **MN**, **MH**, and **MV**.

Resistances:
The enemy's ability to resist different types of attacks. 0 indicates they have no special resistance or weakness. A positive number means they can resist the attack, a negative number indicates they're weak to that type of attack. The greater the number in either direction, the stronger/weaker they are against it.

Drop Items:
Every enemy can drop several semi-randomized common Materials (Branches, Dust, Stones, etc) and types of elemental Orbs when defeated, typically the same Materials found in the area's treasure chests. However, most enemies also have Materials that can only be obtained by defeating foes of their type! Any Jewels, Scrolls, or Accessories the enemy might have are also listed here.

BAT

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	55	1160	2260	60	1276	2486
EXP	4	1599	1599	4	1599	1599
ATK	16	142	232	16	149	243
DEF	13	118	255	13	118	255
MATK	15	156	231	16	171	254
MDEF	10	120	231	12	120	231

Resistances

0	0	0	80	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items
Odd Angled Eye

Luck:
Higher numbers mean a greater chance of the enemy scoring critical hits.

Weight:
This is strictly how heavy the monster is. The higher the number, the harder they are to lift.

Sturdiness:
How hard an enemy is to knock over. The higher the number, the harder they are to knock over; a 3 indicates they can't be knocked over at all!

Rage Time:
How long the enemy remains enraged once their HP dips low, giving them extra power.

Guard:
This indicates from which directions an enemy can block your attacks: the front, a 360 ring around, or from the top (stomp attacks). It also includes the odds of them successfully guarding an attack. A dash means they cannot block at all.

While flipping through the pages of this Bestiary, you may notice that Walkthrough XIII is skipped. Since you head back through the Ice and Fire Mountains, please refer to the statistics in the Walkthrough VII section for the appropriate data.

FOREST – WALKTHROUGH I

BAT

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	55	1055	2055	60	1276	2486
EXP	4	1102	1102	4	1599	1599
ATK	16	142	232	16	149	243
DEF	13	118	255	13	118	255
MATK	15	156	231	16	171	254
MDEF	10	120	231	12	120	231

Resistances

0	0	0	80	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items
Odd Angled Eye

GOBLIN

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	78	1401	2701	89	1611	3106
EXP	6	1218	1218	6	1630	1630
ATK	18	144	235	19	158	258
DEF	18	123	261	18	129	274
MATK	15	156	231	15	163	242
MDEF	10	120	231	10	126	242

Resistances

-8	-8	-8	92	0	0	-50

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	1	2	3 sec	Front

Drop Items
—

MINI MOVER

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	39	831	1631	40	872	1712
EXP	2	986	986	2	1267	1267
ATK	14	140	230	14	140	230
DEF	9	114	250	9	114	250
MATK	12	152	227	12	152	227
MDEF	8	118	228	8	118	228

Resistances

0	0	0	80	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items
Grain of Light, Little Thorn

MU

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	55	1055	2055	60	1060	2260
EXP	3	1044	1044	3	1483	1483
ATK	17	143	233	17	150	244
DEF	14	119	256	14	119	256
MATK	9	148	223	9	148	223
MDEF	6	116	226	6	116	226

Resistances

0	0	0	80	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items
Mu Fur, Mu Nose

GUARDIAN (BOSS)

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	720	2580	4080	936	3204	5004
EXP	18	1677	1677	0	0	0
ATK	29	156	208	33	179	239
DEF	32	138	255	35	151	280
MATK	24	166	242	26	18	266
MDEF	8	118	228	8	129	250

Resistances

0	0	0	750	250	100	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	2	3	3 sec	—

Drop Items
Defense Propeller, Protective Shell

AQUEDUCTS ENTRANCE – WALKTHROUGH II

AMENBO

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	118	1118	2118	129	1229	2329
EXP	10	1065	1065	10	1520	1520
ATK	25	152	243	26	159	255
DEF	27	133	261	27	133	261
MATK	26	169	245	26	169	245
MDEF	16	127	237	16	127	237

Resistances

0	0	0	90	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	2	0	2 sec	—

Drop Items

Jellyfish Bonbon

FIRE ELEMENTAL

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	25	307	607	27	337	667
EXP	13	1097	1097	13	1588	1588
ATK	20	147	237	21	154	248
DEF	135	246	385	135	246	385
MATK	29	172	248	34	206	297
MDEF	9	119	229	9	119	229

Resistances

999	-999	-999	234	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	1	2 sec	—

Drop Items

Element Gem

ICE ELEMENTAL

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	25	307	607	27	337	667
EXP	13	1097	1097	13	1588	1588
ATK	20	147	237	21	154	248
DEF	135	246	385	135	246	385
MATK	29	172	248	34	206	297
MDEF	9	119	229	9	119	229

Resistances

-999	999	-999	234	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	1	2 sec	—

Drop Items

Element Gem

LIZARDMAN

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	202	1682	3082	242	2018	3698
EXP	15	1118	1118	15	1629	1629
ATK	29	156	248	33	179	285
DEF	28	134	262	30	147	288
MATK	25	168	243	27	184	267
MDEF	15	126	236	16	138	259

Resistances

207	0	332	126	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
2	1	1	5 sec	Front & top (25%)

Drop Items

Lizard Crest, Lizard Scale

MINI MOVER

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	84	867	1667	88	910	1750
EXP	6	1023	1023	6	1466	1466
ATK	23	150	241	23	150	241
DEF	18	123	250	18	123	250
MATK	19	160	236	19	160	236
MDEF	12	122	233	12	122	233

Resistances

0	0	0	90	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Grain of Light, Little Thorn

MU

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	118	1118	2118	129	1229	2329
EXP	9	1054	1054	9	1506	1506
ATK	26	153	245	27	160	257
DEF	26	132	259	26	132	259
MATK	15	156	231	15	156	231
MDEF	9	119	229	9	119	229

Resistances

0	0	0	90	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	2 sec	—

Drop Items

Mu Fur, Mu Nose

SKELETON

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	185	1528	2818	212	1757	3240
EXP	12	1086	1086	12	1574	1574
ATK	28	155	247	30	170	271
DEF	27	133	261	28	139	274
MATK	24	166	242	25	174	254
MDEF	15	126	236	15	132	247

Resistances

0	0	0	97	0	0	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front (10%)

Drop Items

Bone, Skull

THUNDER ELEMENTAL

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	25	307	607	27	337	667
EXP	13	1097	1097	13	1588	1588
ATK	20	147	237	21	154	248
DEF	135	246	385	135	246	385
MATK	29	172	248	34	206	297
MDEF	9	119	229	9	119	229

Resistances

-999	-999	999	234	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	1	2 sec	—

Drop Items

Element Gem

BUFFASAUR (BOSS)

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	1380	3570	5070	1656	4284	6084
EXP	45	1827	1827	45	1827	1827
ATK	44	172	224	50	197	257
DEF	38	144	261	41	158	287
MATK	32	176	252	35	193	277
MDEF	20	131	242	22	144	266

Resistances

0	0	0	999	250	150	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
7	3	2	3 sec	—

Drop Items

Buffasaur Horn, Buffasaur Shell

ICE MOUNTAIN – WALKTHROUGH III

AHRIMAN

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	464	2049	3449	556	4040	6800
EXP	45	1280	1280	45	1378	1378
ATK	40	176	262	46	202	301
DEF	48	162	285	52	178	313
MATK	44	190	267	48	209	293
MDEF	28	139	250	30	152	275

Resistances

379	379	379	100	0	999	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
8	2	1	2 sec	—

Drop Items

Big One-Eye, One-Eye Wing

AMENBO

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	162	1162	2162	178	1278	2378
EXP	18	1145	1145	18	1236	1236
ATK	33	160	243	34	168	255
DEF	35	141	258	35	141	258
MATK	34	178	255	34	178	255
MDEF	21	132	243	21	132	243

Resistances

0	0	0	100	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	2	0	2 sec	—

Drop Items

Jellyfish Bonbon

BAT

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	162	1162	2162	178	1405	2615
EXP	17	1140	1140	17	1231	1231
ATK	32	159	242	33	166	254
DEF	32	138	255	32	138	255
MATK	33	177	253	36	194	278
MDEF	20	131	242	20	131	242

Resistances

-22	42	0	100	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Odd Angled Eye

FLOATING EYE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	255	1757	3157	306	2108	3788
EXP	35	1230	1230	35	1341	1341
ATK	37	164	248	42	188	285
DEF	38	144	261	41	158	287
MATK	37	182	258	40	200	283
MDEF	23	134	245	25	147	269

Resistances

295	295	295	116	0	300	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	2	1	2 sec	—

Drop Items

Big One-EyeOne-Eye Wing

ICE BOMB

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	186	1304	2404	204	1695	3125
EXP	25	1180	1180	25	1273	1273
ATK	35	162	246	36	170	258
DEF	37	143	260	37	143	260
MATK	35	180	256	38	198	281
MDEF	22	133	244	22	133	244

Resistances

-22	506	0	100	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	1	5 sec	—

Drop Items

Bomb's Soul

ICE ELEMENTAL

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	35	310	610	38	341	671
EXP	31	1210	1210	31	1315	1315
ATK	27	154	236	28	161	247
DEF	172	285	409	172	285	409
MATK	39	184	261	46	220	313
MDEF	12	122	233	12	122	233

Resistances

-999	999	-999	260	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	1	2 sec	—

Drop Items

Element Gem

ICE FLAN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	151	1381	2581	173	1588	2968
EXP	21	1160	1160	21	1252	1252
ATK	32	159	242	35	174	266
DEF	73	181	300	76	190	315
MATK	33	177	253	36	194	278
MDEF	10	120	231	10	126	242

Resistances

-22	506	-22	180	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
4	0	0	—	360 (50%)

Drop Items

Flan Goop

MINI BOMB

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	139	1025	1925	145	1076	2021
EXP	7	1090	1090	7	1178	1178
ATK	30	157	240	30	157	240
DEF	23	129	245	23	129	245
MATK	25	168	243	25	168	243
MDEF	16	127	237	16	127	237

Resistances

0	0	0	100	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Grain of Light, Little Thorn

SNOW MU

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	162	1162	2162	178	1278	2378
EXP	13	1120	1120	13	1210	1210
ATK	33	160	243	34	168	255
DEF	33	139	256	33	139	256
MATK	20	162	237	20	162	237
MDEF	12	122	233	12	122	233

Resistances

-22	422	0	100	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	2 sec	—

Drop Items

Mu Fur, Mu Nose

FIRE MOUNTAIN – WALKTHROUGH III

BOMB

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	237	1360	1460	260	1768	3198
EXP	60	1299	1299	60	1604	1604
ATK	46	174	248	48	182	260
DEF	48	155	272	48	155	272
MATK	41	187	263	45	205	289
MDEF	27	138	249	27	138	249

Resistances

516	0	-30	110	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	1	5 sec	—

Drop Items

Bomb's Soul

FIRE BAT

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	207	1448	2648	227	1592	2912
EXP	58	1589	1589	58	1589	1589
ATK	41	169	242	43	177	254
DEF	42	149	266	42	149	266
MATK	50	198	275	55	217	302
MDEF	25	136	247	25	136	247

Resistances

430	0	-30	110	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	2 sec	—

Drop Items

Odd Angled Eye

FIRE ELEMENTAL

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	44	313	613	48	344	674
EXP	60	1299	1299	60	1604	1604
ATK	35	160	235	36	170	246
DEF	213	328	454	213	238	454
MATK	52	200	277	62	240	332
MDEF	15	126	236	15	126	236

Resistances

999	-999	-999	286	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	1	2 sec	—

Drop Items

Element Gem

FIRE FLAN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	192	1430	2630	220	1644	3024
EXP	30	1299	1299	30	1604	1604
ATK	42	170	243	46	187	267
DEF	111	221	342	116	232	359
MATK	42	188	265	46	206	291
MDEF	13	123	234	13	129	245

Resistances

516	-30	-30	198	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
4	0	0	—	360 (95%)

Drop Items

Flan Goop

HAMMER GOBLIN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	296	1684	2984	355	2020	3580
EXP	60	1299	1299	60	1604	1604
ATK	45	173	247	51	198	284
DEF	47	154	271	51	169	298
MATK	41	187	263	45	205	289
MDEF	24	135	246	26	148	270

Resistances

-30	-30	-30	127	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	1	2	5 sec	Front & top (15%)

Drop Items

—

MAGIC POT

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	296	1697	3007	325	1866	3307
EXP	58	1295	1295	58	1598	1598
ATK	45	173	247	47	181	259
DEF	47	154	271	47	154	271
MATK	44	190	267	48	209	293
MDEF	28	139	250	28	139	250

Resistances

344	344	344	154	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	2	2 sec	—

Drop Items

Magic Pot Shard

MINI BOMB

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	178	1060	1960	186	1113	2058
EXP	22	1208	1208	22	1490	1490
ATK	40	168	241	40	168	241
DEF	31	137	254	31	137	254
MATK	33	177	253	33	177	253
MDEF	20	131	242	20	131	242

Resistances

0	0	0	110	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Grain of Light, Little Thorn

VULCAN MU

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	207	1207	2207	227	1327	2427
EXP	50	1275	1275	50	1574	1574
ATK	43	171	244	45	179	256
DEF	43	150	267	43	150	267
MATK	25	168	243	25	168	243
MDEF	15	126	236	15	126	236

Resistances

430	0	-30	110	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	2 sec	—

Drop Items

Mu Fur, Mu Nose

WALKING PLANT

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	266	1481	2651	305	1703	3048
EXP	50	1275	1275	50	1574	1574
ATK	46	174	248	50	191	272
DEF	47	154	271	49	161	284
MATK	47	194	271	54	271	311
MDEF	28	139	250	29	145	262

Resistances

430	0	-30	110	430	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	1	7 sec	—

Drop Items

Sturdy Vine, Unknown Seed

LAVA SPIDER (BOSS)

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	2520	5280	6780	3024	6336	8136
EXP	210	1948	1948	0	0	0
ATK	60	189	241	69	217	277
DEF	53	160	278	58	176	305
MATK	48	195	272	52	214	299
MDEF	44	156	268	48	171	294

Resistances

999	0	0	999	250	250	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	15	3	5 sec	—

Drop Items

Lava Spider Claw, Lava Spider Scale

LIBRARY – WALKTHROUGH IV

CLOUD BEE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	259	1113	2033	271	1189	2134
EXP	35	1356	1356	35	1282	1282
ATK	45	173	45	173	247	247
DEF	37	142	260	37	142	260
MATK	38	183	260	38	183	260
MDEF	21	132	243	21	132	243

Resistances

0	0	0	24	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	0	—	—

Drop Items

Honey Acid

GRAPPLER GOLEM

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	551	2016	3316	633	2318	3813
EXP	105	1546	1546	105	1638	1638
ATK	62	187	301	68	210	280
DEF	63	171	291	66	179	303
MATK	69	220	286	72	231	312
MDEF	40	152	264	42	159	277

Resistances

44	44	44	131	0	3	-3

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front (10%)

Drop Items

Alchemy Core

MAGIC POT

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	475	1932	3242	522	2125	3566
EXP	76	1469	1469	76	1389	1389
ATK	54	182	257	56	191	269
DEF	54	131	279	54	131	279
MATK	60	210	287	66	231	315
MDEF	33	144	256	33	144	256

Resistances

349	349	349	169	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	2	2 sec	—

Drop Items

Magic Pot Shard

MIMIC

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	561	2497	4079	673	2996	4916
EXP	85	1497	1497	85	1413	1413
ATK	60	189	264	69	217	303
DEF	58	165	283	63	181	311
MATK	63	213	291	69	234	320
MDEF	36	148	259	39	162	284

Resistances

393	393	393	218	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	1	1	3 sec	360 & top (25%)

Drop Items

Mimic Slough, Mimic Talon

MINI MOVER

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	259	1133	2033	271	1189	2134
EXP	30	1342	1342	30	1264	1264
ATK	48	176	250	48	176	250
DEF	34	140	257	34	140	257
MATK	42	188	265	42	188	265
MDEF	23	134	245	23	134	245

Resistances

0	0	0	121	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Grain of Light, Little Thorn

NEEDLE TURTLE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	388	1623	2793	426	1785	3072
EXP	77	1472	1472	77	1392	1392
ATK	55	57	183	192	258	270
DEF	57	164	282	57	164	282
MATK	55	204	281	55	204	281
MDEF	31	142	254	31	142	254

Resistances

0	0	0	218	999	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
2	0	2	3 sec	360 (20%)

Drop Items

Tortoise Shell

SKELETON

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	475	1902	3192	546	2187	3670
EXP	78	1475	1475	78	1394	1394
ATK	56	184	259	61	202	284
DEF	49	156	273	51	163	286
MATK	53	201	278	55	211	291
MDEF	30	141	253	31	148	265

Resistances

0	0	0	130	0	0	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front (10%)

Drop Items

Bone, Skull

WALKING PLANT

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	388	1623	2793	446	1866	3211
EXP	76	1469	1469	76	1389	1389
ATK	53	181	256	58	199	281
DEF	53	160	278	55	168	291
MATK	59	208	286	67	239	328
MDEF	33	144	256	34	151	268

Resistances

437	0	-37	121	437	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	1	7 sec	—

Drop Items

Sturdy Vine, Unknown Seed

LARKEICUS (BOSS)

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	3060	6090	7590	3672	7308	9108
EXP	290	2241	2241	0	0	0
ATK	69	198	250	79	227	287
DEF	68	176	294	74	193	323
MATK	65	216	293	71	237	322
MDEF	52	164	277	57	180	304

Resistances

305	305	305	750	250	305	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	2	3	10 sec	—

Drop Items

Lens Shard

ANCIENT RUINS – WALKTHROUGH V

COCKATRICE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	424	1851	3151	487	2128	3623
EXP	87	1516	1516	87	1606	1606
ATK	59	187	251	64	205	276
DEF	61	169	287	64	177	301
MATK	64	214	292	67	224	306
MDEF	37	149	260	38	156	273

Resistances

0	0	0	131	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	5 sec	—

Drop Items

Cockatrice Feather, Cockatrice Scale

DAEDALUS

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	636	2274	3664	763	2728	4396
EXP	125	1580	1580	125	1674	1674
ATK	77	216	284	88	248	326
DEF	84	202	326	90	222	358
MATK	78	231	310	85	254	341
MDEF	42	154	266	46	169	292

Resistances

222	222	222	446	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	2	2	5 sec	—

Drop Items

—

FLAN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	276	1531	2731	317	1760	3140
EXP	95	1529	1529	95	1620	1620
ATK	56	184	248	61	202	272
DEF	148	260	382	155	273	401
MATK	61	211	288	67	232	316
MDEF	18	129	239	18	135	250

Resistances

-44	-44	532	236	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
4	0	0	—	360 (95%)

Drop Items

Flan Goop

FLOATING EYE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	466	2052	3452	559	2550	4290
EXP	100	1538	1538	100	1629	1629
ATK	63	192	256	72	220	294
DEF	64	172	290	70	189	319
MATK	68	219	297	74	240	326
MDEF	40	152	264	44	167	290

Resistances

399	399	399	152	0	300	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	2	1	—	—

Drop Items

Big One-Eye, One-Eye Wing

GRAPPLER GOLEM

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	551	2016	3316	633	2318	3813
EXP	105	1546	1546	105	1638	1638
ATK	62	191	255	68	210	280
DEF	63	171	289	66	179	303
MATK	69	220	298	72	231	312
MDEF	40	152	264	42	159	277

Resistances

44	44	44	131	0	3	-3

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (10%)

Drop Items

Alchemy Core

LIZARDMAN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	509	2067	3437	610	2480	4124
EXP	102	1541	1541	102	1633	1633
ATK	35	194	258	74	223	296
DEF	64	172	290	70	189	319
MATK	61	211	288	67	232	316
MDEF	36	148	259	39	162	284

Resistances

222	0	444	183	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	1	1	5 sec	Front & top (20%)

Drop Items

Lizard Crest, Lizard Scale

THUNDER BOMB

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	339	1472	2572	372	1619	2829
EXP	95	1529	1529	95	1620	1620
ATK	60	189	253	63	198	265
DEF	62	170	288	62	170	288
MATK	65	216	293	71	237	322
MDEF	38	150	261	38	150	261

Resistances

0	-44	532	131	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	1	5 sec	—

Drop Items

Bomb's Soul

THUNDER ELEMENTAL

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	64	319	619	70	350	680
EXP	95	1529	1529	95	1620	1620
ATK	46	174	237	48	182	248
DEF	291	410	540	291	410	540
MATK	71	223	301	85	267	361
MDEF	21	132	243	21	132	243

Resistances

-999	-999	999	341	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	0	2 sec	—

Drop Items

Element Gem

GRIM GAZE (BOSS)

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	3660	6990	8490	4392	8288	10,188
EXP	375	2370	2370	0	0	0
ATK	79	208	261	90	239	300
DEF	76	184	303	83	202	333
MATK	78	231	310	85	254	341
MDEF	61	174	287	67	191	315

Resistances

0	0	999	750	300	150	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	15	3	8 sec	—

Drop Items

Veriaul Alloy, Veriaul Battery

AQUEDUCTS ENTRANCE – WALKTHROUGH VI

AMENBO

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	358	1358	2358	393	1493	2593
EXP	130	1633	1633	130	2228	2228
ATK	60	189	253	63	198	265
DEF	66	174	292	66	174	292
MATK	71	223	301	71	223	301
MDEF	42	154	266	42	154	266

Resistances

0	0	0	145	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	2	1	2 sec	—

Drop Items

Jellyfish Bonbon

CHIMERA

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1024	2732	4082	1228	4371	6531
EXP	160	1668	1668	160	2260	2260
ATK	72	211	278	82	242	319
DEF	91	210	334	100	231	367
MATK	89	244	323	97	268	355
MDEF	10	123	231	11	132	254

Resistances

363	363	363	261	363	999	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	2	2	5 sec	—

Drop Items

Chimera Blood, Feline Spirit, Yellow Feather

FIRE ELEMENTAL

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	77	323	623	84	355	685
EXP	136	1640	1640	136	2241	2241
ATK	48	176	239	50	184	850
DEF	328	449	580	328	449	580
MATK	80	234	312	96	280	374
MDEF	24	135	246	24	135	246

Resistances

999	-999	-999	377	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	0	2 sec	—

Drop Items

Element Gem

GRAPPLER GOLEM

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	666	2165	3465	765	2489	3984
EXP	145	1650	1650	145	2252	2252
ATK	66	195	259	72	214	284
DEF	71	179	298	74	187	312
MATK	78	231	310	81	242	325
MDEF	46	158	270	48	165	283

Resistances

45	45	45	145	0	3	-3

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front (10%)

Drop Items

Alchemy Core

HAMMER GOBLIN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	512	1965	3265	588	2259	3754
EXP	140	1644	1644	140	2241	2241
ATK	62	191	255	68	210	280
DEF	69	177	295	72	185	309
MATK	66	217	295	69	227	309
MDEF	39	151	262	40	158	275

Resistances

-54	-54	-54	168	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	1	2	5 sec	Front & top (15%)

Drop Items

—

ICE ELEMENTAL

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	77	323	623	84	355	685
EXP	136	1640	1640	136	2241	2241
ATK	48	176	239	50	184	850
DEF	328	449	580	328	449	580
MATK	80	234	312	96	280	374
MDEF	24	135	246	24	135	246

Resistances

-999	999	-999	377	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	0	2 sec	—

Drop Items

Element Gem

SAHAGIN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	512	1980	3290	588	2277	3783
EXP	148	1654	1654	148	2257	2257
ATK	66	195	259	72	214	284
DEF	68	176	294	71	184	308
MATK	72	224	302	75	235	317
MDEF	43	155	267	45	162	280

Resistances

-270	544	0	203	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	1	3 sec	Front (5%)

Drop Items

Sahagin Fin

SKELETON

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	563	2016	3306	647	2318	3801
EXP	135	1638	1638	135	2235	2235
ATK	66	195	259	72	214	284
DEF	65	173	291	68	181	305
MATK	67	218	296	70	228	310
MDEF	40	42	152	159	264	277

Resistances

0	0	0	156	0	0	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front (10%)

Drop Items

Bone, Skull

THUNDER ELEMENTAL

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	77	323	623	84	355	685
EXP	136	1640	1640	136	2241	2241
ATK	48	176	239	50	184	850
DEF	328	449	580	328	449	580
MATK	80	234	312	96	280	374
MDEF	24	135	246	24	135	246

Resistances

-999	-999	999	377	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	0	2 sec	—

Drop Items

Element Gem

ICE MOUNTAIN – WALKTHROUGH VII

BAT

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	386	1386	2386	424	1524	2624
EXP	175	1769	1769	175	1842	1842
ATK	63	192	256	66	201	268
DEF	70	178	297	70	178	297
MATK	77	230	308	84	253	338
MDEF	45	157	269	45	157	269

Resistances

-58	458	0	152	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	1	2 sec	—

Drop Items

Odd Angled Eye

FLOATING EYE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	607	2249	3649	728	2313	3753
EXP	200	1793	1793	200	1867	1867
ATK	74	203	268	85	233	308
DEF	82	191	310	90	210	341
MATK	87	242	321	95	266	353
MDEF	51	163	276	56	179	303

Resistances

49	320	320	176	0	300	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	2	1	2 sec	—

Drop Items

Big One-Eye, One-Eye Wing

GRAPPLER GOLEM

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	718	2233	3533	825	2567	4062
EXP	200	1793	1793	200	1857	1857
ATK	72	201	266	79	221	292
DEF	80	189	308	84	198	323
MATK	88	243	322	92	255	338
MDEF	52	164	277	54	172	290

Resistances

45	45	45	152	0	3	-3

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (10%)

Drop Items

Alchemy Core

ICE BOMB

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	442	1586	2686	508	1823	3088
EXP	195	1788	1788	195	1862	1862
ATK	71	200	265	78	220	291
DEF	79	187	306	82	196	321
MATK	88	243	322	96	267	354
MDEF	49	161	273	51	169	286

Resistances

-58	549	0	152	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	1	1	5 sec	—

Drop Items

Bomb's Soul

ICE ELEMENTAL

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	83	324	624	91	356	686
EXP	195	1788	1788	195	1862	1862
ATK	53	181	245	55	190	257
DEF	369	492	625	369	492	625
MATK	91	247	326	109	296	391
MDEF	26	137	248	26	137	248

Resistances

-999	999	-999	396	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	0	2 sec	—

Drop Items

Element Gem

ICE FLAN

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	359	1630	2830	412	1874	3254
EXP	200	1793	1793	200	1867	1867
ATK	65	194	258	71	213	283
DEF	121	232	353	127	243	370
MATK	78	231	310	85	254	341
MDEF	23	134	245	24	140	257

Resistances

-58	549	-58	274	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
4	1	0	—	360 (97%)

Drop Items

Flan Goop

MINI BOMB

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	331	1197	2097	347	1256	2201
EXP	110	1706	1706	110	1797	1797
ATK	61	190	254	61	190	254
DEF	50	157	275	50	157	275
MATK	60	210	287	60	210	287
MDEF	35	147	258	35	147	258

Resistances

0	0	0	152	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Grain of Light, Little Thorn

SAHAGIN

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	552	2017	3317	634	2319	3814
EXP	195	1788	1788	195	1857	1857
ATK	73	202	267	80	222	293
DEF	77	185	304	80	194	319
MATK	82	236	315	86	247	330
MEDF	48	160	272	50	168	285

Resistances

-290	549	0	213	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	1	3 sec	Front (5%)

Drop Items

Sahagin Fin

SNOW MU

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	386	1386	2386	424	1524	2624
EXP	185	1778	1778	185	1852	1852
ATK	67	196	260	70	205	273
DEF	71	179	298	71	179	298
MATK	46	193	270	46	193	270
MDEF	27	138	249	27	138	249

Resistances

-58	458	0	152	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	2 sec	—

Drop Items

Nu Fur, Mu Nose

SCALE TOAD (BOSS)

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	4840	8760	10,260	5808	10,512	12,312
EXP	720	2689	2689	0	0	0
ATK	95	225	278	109	258	319
DEF	93	202	322	102	222	354
MATK	87	242	321	95	266	353
MDEF	78	192	305	85	211	335

Resistances

0	999	0	999	250	250	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	15	3	5 sec	—

Drop Items

Giant Toad Meat, Giant Toad Tongue

FIRE MOUNTAIN 2 – WALKTHROUGH VII

ADAMANTOISE

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	980	3564	4768	1176	4276	6436
EXP	300	1882	1882	300	2181	2181
ATK	94	235	290	108	270	333
DEF	113	234	359	124	257	394
MATK	124	286	367	136	314	403
MDEF	58	171	283	63	188	311

Resistances

561	-999	561	698	999	999	999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	3	3	5 sec	360 & top (50%)

Drop Items

Adaman Shell, Adaman Tusk, Ki Gem

BOMB

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	512	1663	2763	588	1912	3177
EXP	255	1851	1851	255	2146	2146
ATK	80	210	262	88	231	288
DEF	87	196	315	91	205	330
MATK	97	254	333	106	279	366
MDEF	54	166	279	56	174	292

Resistances

561	0	-68	166	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	1	1	5 sec	—

Drop Items

Bomb's Soul

COCKATRICE

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	640	1698	3168	736	2263	3643
EXP	255	1851	1851	255	2146	2146
ATK	78	207	260	85	227	286
DEF	85	194	313	89	203	328
MATK	91	247	326	95	259	342
MDEF	53	165	278	55	173	291

Resistances

0	0	0	166	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	1	5 sec	—

Drop Items

Cockatrice Feather, Cockatrice Scale

FIRE BAT

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	448	1448	2448	492	1592	2692
EXP	255	1851	1851	255	2146	2146
ATK	71	200	253	74	210	265
DEF	76	184	303	76	184	303
MATK	86	241	320	94	265	352
MDEF	50	162	275	50	162	275

Resistances

468	0	-68	166	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	2 sec	—

Drop Items

Odd Angled Eye

FIRE ELEMENTAL

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	96	328	628	105	360	690
EXP	260	1855	1855	260	2150	2150
ATK	60	189	241	63	198	253
DEF	406	531	666	406	531	666
MATK	101	259	338	121	310	405
MDEF	29	140	251	29	140	251

Resistances

999	-999	-999	432	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	0	2 sec	—

Drop Items

Element Gem

FIRE FLAN

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	416	1699	2899	478	1953	3333
EXP	255	1851	1851	255	2146	2146
ATK	73	202	255	80	222	280
DEF	133	244	366	139	256	384
MATK	87	242	321	95	266	353
MDEF	25	136	247	26	142	259

Resistances

561	-68	-68	299	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
4	0	0	—	360 (97%)

Drop Items

Flan Goop

GRAPPLER GOLEM

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	832	2381	3681	956	2738	4233
EXP	260	1855	1855	260	2150	2150
ATK	81	211	263	89	232	289
DEF	87	196	315	91	205	330
MATK	98	255	335	102	267	351
MDEF	58	171	283	60	179	297

Resistances

46	46	46	16	60	3	-3

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (10%)

Drop Items

Alchemy Core

MIMIC

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	946	2821	4271	3385	4271	5125
EXP	410	1971	1971	410	2780	2780
ATK	90	220	312	103	253	313
DEF	103	213	312	113	234	366
MATK	113	273	339	124	300	388
MDEF	66	179	292	72	196	321

Resistances

393	393	393	218	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	1	1	3 sec	360 & top (25%)

Drop Items

Mimic Slough, Mimic Talon

MINI BOMB

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	384	1227	2127	403	1307	2252
EXP	146	1778	1778	146	2061	2061
ATK	69	198	250	69	198	250
DEF	55	162	280	55	162	280
MATK	66	217	295	66	217	295
MDEF	39	151	262	39	151	262

Resistances

0	0	0	166	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Grain of Light, Little Thorn

VULCAN MU

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	448	1448	2448	492	1592	2692
EXP	255	1851	1851	255	2146	2146
ATK	76	205	258	79	215	270
DEF	78	186	305	78	186	305
MATK	51	199	276	51	199	276
MDEF	30	141	253	30	141	253

Resistances

468	0	-68	166	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	2 sec	—

Drop Items

Mu Fur, Mu Nose

WALKING PLANT

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	576	1843	3013	662	2119	3464
EXP	250	1848	1848	250	2142	2142
ATK	77	206	259	84	226	284
DEF	86	195	314	90	204	329
MATK	95	252	331	109	289	380
MDEF	56	169	281	58	177	295

Resistances

468	0	-68	166	468	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	7 sec	—

Drop Items

Sturdy Vine, Unknown Seed

LIBRARY – WALKTHROUGH VIII

BOLT GOLEM

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	946	2432	3682	1087	2796	4234
EXP	435	1984	1984	435	2797	2797
ATK	90	220	273	99	242	300
DEF	96	205	325	100	215	341
MATK	108	267	347	113	280	354
MDEF	63	176	289	66	184	303

Resistances

142	142	142	180	0	3	-3

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (15%)

Drop Items

Alchemy Core

CHIMERA

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	1092	2803	4143	1310	3363	4971
EXP	430	1982	1982	430	2794	2794
ATK	99	240	295	113	276	339
DEF	102	222	347	112	244	381
MATK	110	270	350	121	297	385
MDEF	64	177	290	70	194	319

Resistances

382	382	382	324	382	999	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	2	2	5 sec	—

Drop Items

Chimera Blood, Feline Spirit, Yellow Feather

GOBLIN LORD

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	728	2246	3546	837	2582	4077
EXP	400	1966	1966	400	2772	2772
ATK	86	216	268	94	237	294
DEF	95	204	324	99	214	340
MATK	92	248	327	96	260	343
MDEF	53	165	278	55	173	291

Resistances

-78	-78	-78	208	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	1	2	4 sec	Front & top (20%)

Drop Items

—

LIZARDMAN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	874	2529	3879	1048	3034	4654
EXP	415	1982	1982	430	2794	2794
ATK	95	225	278	109	258	319
DEF	94	203	323	103	223	355
MATK	96	253	332	105	278	365
MDEF	56	169	281	61	185	309

Resistances

239	0	478	252	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	1	1	5 sec	Front & top (25%)

Drop Items

Lizard Crest, Lizard Scale

MAGIC POT

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	728	2263	3573	800	2489	3930
EXP	400	1966	1966	400	2772	2772
ATK	86	216	268	90	226	281
DEF	97	206	326	97	206	326
MATK	104	262	342	114	288	376
MDEF	61	174	287	61	174	287

Resistances

382	382	382	252	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	2	2 sec	—

Drop Items

Magic Pot Shard

MIMIC

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	946	2821	4271	3385	4271	5125
EXP	410	1971	1971	410	2780	2780
ATK	90	220	273	103	253	313
DEF	103	213	333	113	234	366
MATK	113	273	353	124	300	388
MDEF	66	179	292	72	196	321

Resistances

430	430	430	324	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	1	1	3 sec	360 & top (15%)

Drop Items

Mimic Slough, Mimic Talon, Red Mage Hat Scroll, Earth Earrings, Storm Misanga

MINI MOVER

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	384	1245	2145	382	1145	1985
EXP	165	1847	1847	165	2604	2604
ATK	76	205	258	76	205	258
DEF	60	168	286	60	168	286
MATK	73	225	303	73	225	303
MDEF	43	155	267	43	155	267

Resistances

0	0	0	180	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Grain of Light, Little Thorn

NEEDLE TURTLE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	655	1936	3106	720	2129	3416
EXP	400	1966	1966	400	2772	2772
ATK	89	219	271	93	229	284
DEF	101	211	331	101	211	331
MATK	98	255	335	98	255	335
MDEF	57	170	282	57	170	282

Resistances

0	0	0	324	999	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
2	0	2	3 sec	360 (20)

Drop Items

Tortoise Shell

SKELETON

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	801	2323	3613	921	2671	4154
EXP	390	1961	1961	390	2765	2765
ATK	90	220	273	99	242	300
DEF	89	198	317	93	207	332
MATK	94	250	330	98	262	346
MDEF	55	168	280	57	176	294

Resistances

0	0	0	194	0	0	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front (15%)

Drop Items

Bone, Skull

LIBROARIAN (BOSS)

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	6300	10,950	12,450	7560	13,140	14,940
EXP	761	2976	2976	0	0	0
ATK	113	244	297	129	280	341
DEF	113	223	344	124	245	378
MATK	113	273	353	124	300	388
MDEF	96	211	325	105	232	357

Resistances

239	239	239	999	250	350	-50

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	15	3	8 sec	—

Drop Items

Bookcase Splinter, Pink Book

RUINS – WALKTHROUGH IX

BAT

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	554	1554	2554	609	1709	2809
EXP	400	2045	2045	400	3224	3224
ATK	84	214	266	88	224	279
DEF	91	200	320	91	200	320
MATK	103	261	341	113	287	375
MDEF	60	173	286	60	173	286

Resistances

485	0	-85	191	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	2 sec	—

Drop Items

Odd Angled Eye

BOLT GOLEM

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1030	2537	3787	1184	2917	4355
EXP	440	2064	2064	440	3252	3252
ATK	96	226	279	105	248	306
DEF	104	214	334	109	224	350
MATK	118	279	360	123	292	378
MDEF	69	182	295	72	191	309

Resistances

145	145	145	191	0	3	-3

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (15%)

Drop Items

Alchemy Core

COCKATRICE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	792	2150	3350	910	2472	3852
EXP	400	2045	2045	400	3231	3231
ATK	92	222	275	101	244	302
DEF	101	211	331	106	221	347
MATK	109	268	348	114	281	365
MDEF	64	177	290	67	185	304

Resistances

0	0	0	191	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	5 sec	—

Drop Items

Cockatrice Feather, Cockatrice Scale

DAEDALUS

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1188	3041	4431	1425	3649	5317
EXP	435	2062	2062	435	3252	3252
ATK	121	265	320	139	304	368
DEF	112	233	358	123	256	393
MATK	123	285	366	135	313	402
MDEF	72	185	299	79	203	328

Resistances

242	242	242	650	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	2	2	5 sec	—

Drop Items

—

FLAN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	475	1770	2970	546	2035	3415
EXP	410	2050	2050	410	3227	3227
ATK	86	216	268	94	237	294
DEF	158	270	393	165	283	412
MATK	105	264	343	115	290	377
MDEF	30	141	253	31	148	265

Resistances

-85	-85	582	344	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
4	0	0	—	360 (97%)

Drop Items

Flan Goop

FLOATING EYE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	871	2619	4019	1045	3142	4822
EXP	445	2067	2067	445	3252	3252
ATK	99	229	282	113	263	324
DEF	107	217	337	117	238	370
MATK	117	278	358	128	305	393
MDEF	68	181	294	74	199	323

Resistances

339	339	339	221	0	300	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	2	1	2 sec	—

Drop Items

Big One-Eye, One-Eye Wing

LIZARDMAN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	950	2671	4041	1140	3205	4849
EXP	430	2052	2052	415	3241	3241
ATK	101	232	284	116	266	326
DEF	101	211	331	111	232	364
MATK	105	264	343	115	290	377
MDEF	61	174	287	67	191	315

Resistances

242	0	485	267	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	1	1	5 sec	Front & top (20%)

Drop Items

Lizard Crest, Lizard Scale

THUNDER BOMB

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	634	1797	2897	729	2066	3331
EXP	405	2047	2047	405	3231	3231
ATK	94	224	277	103	246	304
DEF	103	213	333	108	223	349
MATK	126	289	370	138	317	407
MDEF	65	178	291	68	186	305

Resistances

0	-85	582	191	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	1	1	5	—

Drop Items

Bomb's Soul

THUNDER ELEMENTAL

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	119	335	635	130	368	698
EXP	400	2045	2045	400	3234	3234
ATK	71	200	253	74	210	265
DEF	205	320	445	205	320	445
MATK	112	284	365	146	340	438
MDEF	31	142	254	31	142	254

Resistances

-999	-999	999	497	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	0	2 sec	—

Drop Items

Element Gem

FOREST – WALKTHROUGH IX

AMENBO

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	599	1599	2599	658	1758	2858
EXP	295	2087	2087	295	2025	2025
ATK	93	223	276	97	234	289
DEF	106	216	336	106	216	336
MATK	118	279	360	118	279	360
MDEF	69	182	295	69	182	295

Resistances

0	0	0	201	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	2	0	2 sec	—

Drop Items

Jellyfish Bonbon

BAT

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	599	1599	2599	658	1758	2858
EXP	470	2177	2177	470	2112	2112
ATK	89	219	271	93	229	284
DEF	99	208	328	99	208	328
MATK	113	273	353	124	300	388
MDEF	66	179	292	66	179	292

Resistances

0	0	0	210	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Odd Angled Eye

BOLT GOLEM

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	113	2641	3891	1279	3037	4474
EXP	485	2190	2190	485	2119	2119
ATK	102	233	285	112	256	313
DEF	113	223	344	118	234	361
MATK	129	292	373	135	306	391
MDEF	75	189	302	78	198	317

Resistances

147	147	147	201	0	3	-3

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (15%)

Drop Items

Alchemy Core

CLOUD BEE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	514	1362	2262	539	1430	2375
EXP	175	2025	2025	175	1966	1966
ATK	80	210	262	80	210	262
DEF	79	187	306	79	187	306
MATK	78	231	310	78	231	310
MDEF	45	157	269	45	157	269

Resistances

0	0	0	201	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	0	—	—

Drop Items

Honey Acid

GOBLIN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	956	2542	3842	1099	2923	4418
EXP	485	2185	2185	470	2117	2117
ATK	96	226	279	105	248	306
DEF	111	221	3342	116	232	359
MATK	109	268	348	114	281	365
MDEF	63	176	289	66	184	303

Resistances

-92	-92	-92	233	0	0	-50

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	1	2	4 sec	Front & top (25%)

Drop Items

—

GRAPPLER GOLEM

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1113	2641	3891	1279	3157	4652
EXP	485	2185	2185	485	2119	2119
ATK	102	233	285	112	233	285
DEF	113	223	344	118	234	361
MATK	129	292	373	135	306	391
MDEF	75	189	302	78	198	317

Resistances

49	49	49	201	0	3	-3

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (10%)

Drop Items

Alchemy Core

MINI MINE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	428	1285	2185	449	1199	2039
EXP	170	2022	2022	170	1968	1968
ATK	86	216	268	86	216	268
DEF	71	179	298	71	179	298
MATK	87	242	321	87	242	321
MDEF	51	163	276	51	163	276

Resistances

0	0	0	201	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Grain of Light, Little Thorn

MU

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	599	1599	2599	658	1758	2858
EXP	455	2170	2170	455	2104	2104
ATK	94	224	277	98	235	290
DEF	101	211	331	101	211	331
MATK	67	218	296	67	218	296
MDEF	39	151	262	39	151	262

Resistances

0	0	0	201	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Mu Fur, Mu Nose

ONION HEAD

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	770	2070	3240	885	2380	3726
EXP	475	2180	2180	475	2114	2114
ATK	96	226	279	105	248	306
DEF	111	221	342	116	232	359
MATK	125	288	368	143	331	423
MDEF	73	186	300	76	195	315

Resistances

-184	393	393	233	393	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	1	7 sec	—

Drop Items

Sturdy Vine, Unknown Seed

SEEDSPITTER

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	685	1853	2953	753	2038	3248
EXP	250	2064	2064	250	2001	2001
ATK	95	225	278	99	236	291
DEF	108	218	338	108	218	338
MATK	122	284	365	134	312	401
MDEF	71	184	298	71	184	298

Resistances

-184	0	0	281	459	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
4	15	0	7 sec	—

Drop Items

Curious Petal, Uknown Seed

BERSERK GUARDIAN (BOSS)

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	7440	12,660	14,160	8928	15,192	16,992
EXP	848	3277	3277	0	0	0
ATK	128	260	312	147	299	358
DEF	143	255	377	157	280	414
MATK	127	290	371	139	319	408
MDEF	113	228	344	124	250	378

Resistances

0	0	0	999	250	250	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	2	3	13 sec	—

Drop Items

Defense Propeller, Protective Shell

GRAVEYARD – WALKTHROUGH X

BOLT GOLEM

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1196	2745	3995	1375	3156	4594
EXP	500	2271	2271	500	2753	2753
ATK	108	239	291	118	262	320
DEF	121	232	353	127	243	370
MATK	138	303	385	144	318	404
MDEF	81	195	309	85	204	324

Resistances

149	149	149	212	0	3	-3

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (15%)

Drop Items

Alchemy Core

CLOUD BEE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	552	1396	2296	279	1465	2410
EXP	200	2123	2123	200	2570	2570
ATK	86	216	268	86	216	268
DEF	84	193	312	84	193	312
MATK	84	238	317	84	238	317
MDEF	49	161	273	49	161	273

Resistances

0	0	0	212	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	0	—	—

Drop Items

Honey Acid

DARK BAT

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	644	1644	2644	708	1808	2908
EXP	520	2281	2281	520	2768	2768
ATK	95	230	283	99	241	297
DEF	106	220	342	106	220	342
MATK	130	294	375	143	323	412
MDEF	71	184	298	71	184	298

Resistances

0	0	0	263	0	3	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	1	2 sec	—

Drop Items

Odd Angled Eye

DARK COCKATRICE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	920	2304	3504	1058	2649	4029
EXP	525	2283	2283	525	2765	2765
ATK	104	239	293	114	262	322
DEF	118	239	365	123	250	383
MATK	132	296	377	138	310	395
MDEF	75	189	302	78	198	317

Resistances

0	0	0	263	0	0	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	1	5 sec	—

Drop Items

Black Feather, Cockatrice Scale

DARK ELEMENTAL

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	138	341	641	151	375	705
EXP	520	2281	2281	520	3768	2768
ATK	80	210	262	84	220	275
DEF	562	695	838	562	695	838
MATK	145	312	393	174	374	471
MDEF	41	153	265	41	153	265

Resistances

499	499	499	552	0	15	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Element Gem

DARK SAHAGIN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	920	2151	3825	1058	2892	4398
EXP	530	2286	2286	530	2773	2773
ATK	109	245	298	119	269	327
DEF	117	232	355	122	243	372
MATK	136	301	382	142	316	401
MDEF	75	189	302	78	198	317

Resistances

0	598	0	348	0	3	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
8	1	2	3 sec	Front (10%)

Drop Items

Stained Fin

DARK SKELETON

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	1012	2655	3975	1163	3053	4571
EXP	535	2288	2288	535	2773	2773
ATK	108	243	297	118	243	297
DEF	111	225	348	116	236	365
MATK	135	300	381	141	315	400
MDEF	70	183	297	73	192	311

Resistances

0	0	0	280	0	6	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	1	1	3 sec	Front (15%)

Drop Items

Skull, Stained Bone

MIMIC

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	1279	3304	4754	1534	3964	5704
EXP	635	2354	2354	635	5908	5908
ATK	116	247	314	133	284	345
DEF	139	250	339	152	275	409
MATK	155	324	390	170	256	446
MDEF	90	204	319	99	224	350

Resistances

455	455	455	400	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	2	1	3 sec	360 & top (15%)

Drop Items

Mimic Slough, Mimic Talon

ONION HEAD

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	828	2138	3308	952	2458	3804
EXP	500	2271	2271	500	2757	2757
ATK	103	234	257	113	257	314
DEF	119	229	350	124	240	367
MATK	138	303	385	158	348	442
MDEF	78	192	305	81	201	320

Resistances

-198	399	399	246	399	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	2	7 sec	—

Drop Items

Unknown Seed, Sturdy Vine

SEEDSPITTER

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	736	1909	3009	809	2099	3309
EXP	280	2162	2162	280	2633	2633
ATK	101	232	284	106	243	298
DEF	116	226	347	116	226	347
MATK	135	300	381	148	330	419
MDEF	76	190	303	76	190	303

Resistances

-198	0	0	297	598	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
4	15	0	7 sec	—

Drop Items

Curious Petal, Unknown Seed

CELEB (BOSS)

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	7980	13,470	14,970	9576	16,164	17,964
EXP	936	3432	3432	0	0	0
ATK	137	269	322	157	309	370
DEF	135	246	368	148	270	404
MATK	144	310	392	158	341	431
MDEF	122	238	354	134	261	389

Resistances

385	385	385	999	250	999	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	15	2	8 sec	—

Drop Items

Mage's Gravepost, Magician's Soul

LIBRARY – WALKTHROUGH XI

CHIMERA

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	1476	3317	4657	1771	3980	5588
EXP	640	2356	2356	640	5913	5913
ATK	128	272	327	147	312	376
DEF	138	261	288	151	287	426
MATK	150	318	400	165	349	440
MDEF	87	201	315	95	221	346

Resistances

404	404	404	400	0	999	-99

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	2	2	5 sec	—

Drop Items

Chimera Blood, Feline Spirit, Yellow Feather

DARK ELEMENTAL

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	148	344	644	162	1894	3544
EXP	620	2350	2350	620	5941	5941
ATK	116	247	300	121	259	315
DEF	603	738	883	603	738	883
MATK	153	321	403	183	385	483
MDEF	44	156	268	44	156	268

Resistances

506	506	506	578	0	15	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Element Gem

FIRE ELEMENTAL

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	148	344	644	162	278	708
EXP	620	2348	2348	620	5894	5894
ATK	85	215	267	89	225	280
DEF	603	738	883	603	738	883
MATK	153	321	403	183	385	483
MDEF	44	156	268	44	156	268

Resistances

999	-999	-999	578	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	0	2 sec	—

Drop Items

Element Gem

ICE ELEMENTAL

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	148	344	644	162	278	708
EXP	620	2348	2348	620	5894	5894
ATK	85	215	267	89	225	280
DEF	603	738	883	603	738	883
MATK	153	321	403	183	385	483
MDEF	44	156	268	44	156	268

Resistances

-999	999	-999	578	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	0	2 sec	—

Drop Items

Element Gem

MAGIC GOLEM

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	1235	2793	4043	1470	3144	4524
EXP	630	2352	2352	630	5903	5903
ATK	116	247	300	127	271	330
DEF	130	241	363	136	253	381
MATK	149	316	398	156	331	417
MDEF	86	200	314	90	210	329

Resistances

354	354	354	222	0	150	-150

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (30%)

Drop Items

Alchemy Core

MAGIC POT

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	984	2599	3909	1082	2858	4299
EXP	615	2346	2346	615	5889	5889
ATK	111	242	295	116	254	309
DEF	131	242	364	131	242	364
MATK	143	309	391	157	339	430
MDEF	83	197	311	83	197	311

Resistances

404	404	404	311	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	2	2 sec	—

Drop Items

Magic Pot Shard

MIMIC

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	1279	3304	4754	1534	3964	5704
EXP	635	2354	2354	635	5908	5908
ATK	116	247	300	133	284	345
DEF	139	250	372	152	275	409
MATK	155	324	406	170	256	446
MDEF	90	204	319	99	224	350

Resistances

455	455	455	400	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	2	1	3 sec	360 & top (15%)

Drop Items

Mimic Slough, Mimic Talon

PRICKLY TORTOISE

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	886	2206	3376	974	2426	3713
EXP	615	2346	2346	6115	5889	5889
ATK	115	246	299	120	258	313
DEF	137	248	370	137	248	370
MATK	135	300	381	135	300	381
MDEF	78	192	305	78	192	305

Resistances

0	0	0	400	999	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
2	1	2	3 sec	350 (20%)

Drop Items

Tortoise Shell

THUNDER ELEMENTAL

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	148	344	644	162	278	708
EXP	620	2348	2348	620	5894	5894
ATK	85	215	267	89	225	280
DEF	603	738	883	603	738	883
MATK	153	321	403	183	385	483
MDEF	44	156	268	44	156	268

Resistances

-999	-999	999	578	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	0	2 sec	—

Drop Items

Element Gem

MINE – WALKTHROUGH XII

AHRIMAN

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	1572	3600	5000	1886	4166	5786
EXP	660	2438	2438	660	2524	2524
ATK	142	288	343	163	331	394
DEF	141	265	392	155	291	431
MATK	157	326	408	172	358	448
MDEF	91	205	320	100	225	352

Resistances

462	462	462	420	0	999	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
8	2	2	2 sec	—

Drop Items

Big One-Eye, One-Eye Wing

AMENBO

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	734	1734	2734	807	1907	3007
EXP	330	2323	2323	330	2405	2405
ATK	119	250	303	124	262	318
DEF	129	240	361	129	240	361
MATK	145	312	393	145	312	393
MDEF	84	198	312	84	198	312

Resistances

0	0	0	233	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	2	2	2 sec	—

Drop Items

Jellyfish Bonbon

BAT

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	734	1734	2734	807	1907	3007
EXP	650	2434	2434	650	2520	2520
ATK	114	245	298	119	257	312
DEF	121	232	353	121	232	353
MATK	139	304	386	152	334	424
MDEF	81	195	309	81	195	309

Resistances

0	0	0	289	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	2 sec	—

Drop Items

Odd Angled Eye

CHIMERA

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	1572	3446	4786	1886	4135	5743
EXP	655	2436	2436	655	2522	2522
ATK	142	288	343	163	331	394
DEF	146	270	397	160	297	397
MATK	160	330	412	176	363	453
MDEF	93	207	322	102	227	354

Resistances

411	411	411	420	0	999	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	2	2	5 sec	—

Drop Items

Chimera Blood, Feline Spirit, Yellow Feather

COCKATRICE

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	1048	2457	3657	1205	2825	4205
EXP	625	2426	2426	625	2511	2511
ATK	124	256	308	136	281	338
DEF	134	245	367	140	257	385
MATK	147	314	396	154	329	415
MDEF	85	199	313	89	208	328

Resistances

0	0	0	289	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	1	5 sec	—

Drop Items

Cockatrice Feather, Cockatrice Scale

DARK ELEMENTAL

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	157	347	647	172	381	711
EXP	640	2431	2431	640	2516	2516
ATK	97	227	280	101	238	294
DEF	640	777	924	640	777	924
MATK	163	333	416	295	399	499
MDEF	47	159	271	47	159	271

Resistances

514	514	514	607	0	15	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Element Gem

ICARUS MU

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	734	1872	2952	807	2059	3247
EXP	640	2431	2431	640	2516	2516
ATK	120	252	304	126	264	319
DEF	123	324	355	123	234	355
MATK	83	237	316	83	237	316
MDEF	48	160	272	48	160	272

Resistances

308	308	308	289	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	2 sec	—

Drop Items

Mu Fur, Mu Nose

MAGIC GOLEM

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	1362	28313	4063	1566	3259	4639
EXP	650	2434	2434	650	2520	2520
ATK	129	261	313	141	287	344
DEF	138	249	371	144	261	389
MATK	158	327	410	165	343	430
MDEF	92	206	321	96	216	337

Resistances

359	359	359	233	0	150	-150

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (30%)

Drop Items

Alchemy Core

MINI MINE

STAT	STORY MODE N	H	V	MULTIPLAY MN	MH	MV
HP	524	1371	2271	550	1279	2119
EXP	220	2284	2284	220	2365	2365
ATK	110	241	294	110	241	294
DEF	86	195	314	86	195	314
MATK	107	266	346	107	266	346
MDEF	62	175	288	62	175	288

Resistances

0	0	0	233	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Grain of Light, Little Thorn

PRICKLY TORTOISE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	943	2273	3443	1037	2500	3787
EXP	610	2420	2420	610	2506	2506
ATK	128	260	312	134	273	327
DEF	145	257	379	145	257	379
MATK	144	310	392	144	310	392
MDEF	84	198	312	84	198	312

Resistances

0	0	0	420	15	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
2	1	2	3 sec	360 (20%)

Drop Items

Tortoise Shell

SAHAGIN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1048	2628	3992	1205	3084	4590
EXP	650	2434	2434	650	2520	2520
ATK	130	262	315	143	288	346
DEF	133	244	366	139	244	384
MATK	147	314	396	154	329	415
MDEF	85	199	313	89	208	328

Resistances

-570	616	0	327	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	0	1	3 sec	Front (5%)

Drop Items

Sahagin Fin

HECTEYES (BOSS)

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	9120	15,180	16,680	10,944	18,216	20,016
EXP	1155	3657	3657	0	0	0
ATK	158	291	344	181	334	395
DEF	174	287	411	191	315	452
MATK	157	326	408	172	358	448
MDEF	139	256	372	152	281	409

Resistances

0	616	411	999	250	999	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	15	2	5 sec	—

Drop Items

Giant Lizard Floater, Giant Lizard Hide

BRIDGE – WALKTHROUGH XIV

ADAMANTOISE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1700	3564	4884	2001	4225	5809
EXP	810	2586	2586	830	2622	2622
ATK	151	298	353	173	342	405
DEF	193	351	491	212	386	540
MATK	176	349	432	193	383	475
MDEF	102	217	332	112	238	365

Resistances

781	-121	791	984	999	999	999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	3	3	10 sec	360 & top (30%)

Drop Items

Adaman Shell, Adaman Tusk

DAEDALUS

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1668	3708	5098	2001	4449	6117
EXP	800	2582	2583	820	2618	2618
ATK	164	312	367	188	358	422
DEF	172	299	427	189	328	469
MATK	176	349	432	193	383	475
MDEF	102	217	332	217	238	365

Resistances

260	260	260	828	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	2	3	5 sec	-

Drop Items

—

DARK SAHAGIN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1112	2766	4076	1278	3180	4687
EXP	770	2572	2572	790	2607	2607
ATK	132	269	323	145	295	355
DEF	141	25	381	148	269	400
MATK	157	326	408	164	342	428
MDEF	91	205	320	95	215	336

Resistances

0	625	0	399	0	3	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
8	1	1	3 sec	Front (10%)

Drop Items

Sahagin Fin, Stained Fin

DARK SKELETON

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1223	2934	4254	1406	3374	4892
EXP	760	2569	2569	780	2603	2603
ATK	130	267	321	143	293	353
DEF	135	251	375	141	263	393
MATK	146	313	395	153	328	414
MDEF	85	199	313	89	208	328

Resistances

0	0	0	321	0	6	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	1	1	3 sec	Front (15%)

Drop Items

Bone, Skull, Stained Bone

ICARUS MU

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	778	1920	3000	855	2112	3300
EXP	760	2569	2569	780	2603	2603
ATK	121	253	305	127	265	320
DEF	131	242	364	131	242	364
MATK	88	243	322	88	243	322
MDEF	51	163	276	51	163	276

Resistances

312	312	312	302	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	2 sec	—

Drop Items

Mu Fur, Mu Nose

MAGIC GOLEM

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1260	2825	4075	1662	3375	4755
EXP	760	2569	2569	780	2603	2603
ATK	130	262	315	143	288	346
DEF	147	259	381	154	271	400
MATK	169	340	423	177	357	444
MDEF	98	213	327	102	223	343

Resistances

364	364	364	243	0	150	-150

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (30%)

Drop Items

Alchemy Core

MIMIC

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1279	3304	4754	1534	3964	5704
EXP	635	2525	2525	635	5908	5908
ATK	123	250	372	133	284	345
DEF	139	250	372	152	275	409
MATK	155	324	406	170	256	446
MDEF	90	204	319	99	254	350

Resistances

455	455	455	400	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	2	1	3 sec	360 & top (15%)

Drop Items

Mimic Slough, Mimic Talon

MINI BOMB

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	556	1400	2300	583	1388	2280
EXP	270	2397	2397	230	2415	2415
ATK	110	241	294	110	241	294
DEF	92	201	321	92	201	321
MATK	114	274	355	114	274	355
MDEF	66	179	292	66	179	292

Resistances

0	0	0	243	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Grain of Light, Little Thorn

MINI MOVER

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	667	1583	2533	700	1662	2659
EXP	230	2383	2383	270	2411	2411
ATK	110	241	294	110	241	294
DEF	92	201	321	92	201	321
MATK	114	274	355	114	274	355
MDEF	66	179	292	66	179	292

Resistances

0	0	0	243	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	Front (10%)

Drop Items

Grain of Light, Little Thorn

SPIN SPINE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1001	2341	3511	1101	2575	3862
EXP	780	2576	2576	800	2611	2611
ATK	129	261	313	135	274	328
DEF	155	267	390	155	267	390
MATK	153	321	403	153	321	403
MDEF	89	203	317	89	203	317

Resistances

0	0	0	438	999	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
2	1	2	2 sec	360 (22%)

Drop Items

Tortoise Shell

DEATH MACHINE TYPE OMEGA (BOSS)

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	4750	8625	10,125	8268	14,202	16,002
EXP	725	1940	1940	0	0	0
ATK	170	304	357	195	349	410
DEF	164	277	400	180	304	440
MATK	167	338	421	183	371	463
MDEF	148	265	382	162	291	420

Resistances

521	521	625	999	250	150	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	15	3	5 sec	—

Drop Items

Machine Casing, Machine Cylinder

DEATH MACHINE TYPE SIGMA (BOSS)

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	4500	8250	9750	7800	13,500	15,300
EXP	725	1940	1940	0	0	0
ATK	164	298	350	188	3432	402
DEF	158	270	393	173	297	432
MATK	173	345	428	190	379	470
MDEF	158	276	393	173	303	432

Resistances

521	521	625	999	250	150	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	15	3	5 sec	—

Drop Items

Machine Casing, Machine Cylinder

TOWER – WALKTHROUGH XV

ADAMANTOISE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1800	3696	5016	1797	3956	5540
EXP	850	2623	2623	870	3349	3349
ATK	160	308	363	184	354	417
DEF	205	366	465	225	402	511
MATK	186	361	445	204	397	489
MDEF	108	223	338	118	245	371

Resistances

789	-126	789	999	999	999	999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	3	3	10 sec	360 & top (30%)

Drop Items

Adaman Shell, Adaman Tusk

AHRIMAN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1737	3831	5231	1797	4046	5666
EXP	860	2626	2626	880	3353	3353
ATK	152	299	354	174	343	407
DEF	159	284	412	174	312	453
MATK	177	350	433	194	385	476
MDEF	103	218	333	113	239	366

Resistances

473	473	473	450	0	999	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
8	2	2	2 sec	—

Drop Items

Big One-Eye, One-Eye Wing

BOLT GOLEM

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1267	2947	4247	1457	3257	4695
EXP	820	2616	2616	850	3343	3343
ATK	138	270	323	151	297	355
DEF	155	267	390	162	280	409
MATK	179	352	436	187	369	457
MDEF	104	219	334	109	229	350

Resistances

157	157	157	250	0	150	-150

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (30%)

Drop Items

Alchemy Core

CHIMERA

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1722	3647	4987	1797	4016	5624
EXP	825	2617	2617	855	3345	3345
ATK	152	299	354	174	343	407
DEF	164	290	418	180	319	459
MATK	180	354	437	198	389	480
MDEF	105	220	335	115	242	368

Resistances

420	420	420	450	0	999	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	2	2	5 sec	—

Drop Items

Chimera Spirit, Feline Spirit, Yellow Feather

COCKATRICE

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1152	2582	3782	1324	2969	4349
EXP	815	2614	2614	835	3338	3338
ATK	132	269	323	145	295	355
DEF	150	267	392	157	280	411
MATK	166	337	420	174	353	441
MDEF	96	211	325	100	221	341

Resistances

0	0	0	310	0	0	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	1	5 sec	—

Drop Items

Cockatrice Feather, Cockatrice Scale

DAEDALUS

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1760	3836	5226	1797	4166	5834
EXP	840	2621	2621	860	3346	3346
ATK	174	323	378	200	371	434
DEF	186	314	443	204	345	487
MATK	186	361	445	204	397	489
MDEF	108	223	338	118	245	371

Resistances

263	263	263	850	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
1	2	3	5 sec	—

Drop Items

—

DARK BAT

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	806	1806	2806	886	1986	3086
EXP	820	2616	2616	840	3340	3340
ATK	120	256	310	126	268	325
DEF	135	251	375	135	251	375
MATK	156	325	407	171	357	447
MDEF	91	205	320	91	205	320

Resistances

0	0	0	310	0	3	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	1	2 sec	—

Drop Items

Odd Angled Eye

DARK ELEMENTAL

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	173	351	651	190	386	716
EXP	810	2613	2613	830	3336	3336
ATK	102	233	285	107	244	299
DEF	718	858	1009	718	858	1009
MATK	184	358	442	220	429	530
MDEF	53	165	278	53	165	578

Resistances

526	526	526	650	0	999	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

Drop Items

Element Gem

DARK SAHAGIN

STAT	STORY MODE N	STORY MODE H	STORY MODE V	MULTIPLAY MN	MULTIPLAY MH	MULTIPLAY MV
HP	1152	2819	4129	1324	3241	4748
EXP	830	2618	2618	850	3343	3343
ATK	139	277	330	152	304	363
DEF	149	266	390	156	279	409
MATK	166	337	420	174	353	441
MDEF	96	211	325	100	221	341

Resistances

0	631	0	410	0	3	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
8	1	1	3 sec	Front (10%)

Drop Items

Sahagin Fin, Stained Fin

RIVER BELLE – EXTRAS SECTION

GRAPPLER GOLEM

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	1267	2947	4247	1457	3389	4884
EXP	810	2613	2613	850	3346	3346
ATK	138	270	323	151	297	355
DEF	155	267	390	162	280	409
MATK	179	352	436	187	369	457
MDEF	104	219	334	109	229	350

Resistances

0	0	0	250	0	150	-150

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (30%)

Drop Items

Alchemy Core

MAGIC GOLEM

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	1267	2947	4247	1457	3128	4508
EXP	830	2618	2618	850	3343	3343
ATK	138	270	323	151	297	355
DEF	155	267	390	162	280	409
MATK	179	352	436	187	369	457
MDEF	104	219	334	109	229	350

Resistances

368	368	368	250	0	150	-150

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	3 sec	Front & top (30%)

Drop Items

Alchemy Core

LARKEICUS (BOSS)

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	9350	15,525	17,025	11,220	18,630	20,430
EXP	1650	3800	3800	0	0	0
ATK	181	316	368	208	363	423
DEF	173	286	410	190	314	451
MATK	177	350	433	194	385	476
MDEF	157	275	392	172	302	431

Resistances

368	368	368	850	250	368	-50

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	2	3	10 sec	—

Drop Items

Homunculus Core

NEO LARKEICUS (BOSS)

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	9420	15,630	17,130	15,000	24,300	26,100
EXP	1500	3939	3939	0	0	0
ATK	174	308	361	200	354	415
DEF	166	279	402	182	306	442
MATK	187	362	446	205	398	490
MDEF	167	285	403	183	313	443

Resistances

526	526	526	999	250	526	-50

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	15	3	15 sec	—

Drop Items

Yesteryear Watch

ADMANTOISE

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	1895	3821	5141	2274	4585	6169
EXP	870	2865	2865	870	3349	3349
ATK	160	30	363	184	354	417
DEF	205	366	465	225	402	511
MATK	186	361	445	204	397	489
MDEF	108	223	338	118	245	371

Resistances

789	-126	789	999	999	999	999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	3	3	10 sec	360 & top (30%)

Drop Items

Adaman Shell, Adaman Tusk

GOBLIN LORD

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	1267	2947	4247	1457	3389	4884
EXP	850	2856	2856	850	3346	3346
ATK	138	270	323	151	297	355
DEF	155	267	390	162	280	409
MATK	179	352	436	187	369	457
MDEF	104	219	334	109	229	350

Resistances

0	0	0	250	0	150	-150

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	0	1	5 sec	Front & top (15%)

Drop Items

—

MIMIC

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	1498	3622	5072	1797	4346	6086
EXP	635	2759	2759	635	5908	5908
ATK	152	299	354	174	343	407
DEF	164	290	418	180	319	459
MATK	180	354	437	198	389	480
MDEF	105	220	335	115	242	368

Resistances

455	455	455	400	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	2	1	3 sec	360, top (15%)

Drop Items

Mimic Slough, Mimic Talon

GIANT CRAB

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	10,000	16,500	18,000	13,872	22,608	24,408
EXP	1700	4297	4279	0	0	0
ATK	180	315	367	207	362	422
DEF	165	318	419	181	349	460
MATK	186	361	445	204	397	489
MDEF	125	241	357	137	265	392

Resistances

0	0	0	999	450	0	150

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
20	15	3	10 sec	—

Drop Items

Giant Crab Shell

COCKATRICE

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	1352	2822	4022	1554	3245	4625
EXP	835	2849	2849	835	3338	3338
ATK	132	269	323	145	295	355
DEF	150	267	392	157	280	411
MATK	166	337	420	174	353	441
MDEF	96	211	325	100	221	341

Resistances

0	0	0	310	0	0	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	1	5 sec	—

Drop Items

Cockatrice Feather, Cockatrice Scale

ICARUS MU

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	1105	2165	3245	1105	2381	3569
EXP	780	2824	2824	780	2603	2603
ATK	121	253	305	127	265	320
DEF	131	242	364	131	242	364
MATK	88	243	322	88	243	322
MDEF	51	163	276	51	163	276

Resistances

312	312	312	302	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	0	0	2 sec	—

Drop Items

Mu Fur, Nu Nose

SAHAGIN

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	1152	2819	4129	1324	3241	4748
EXP	850	2856	2856	850	3343	3343
ATK	139	277	330	152	304	363
DEF	149	266	390	156	279	409
MATK	166	337	420	174	353	441
MDEF	96	211	325	100	221	341

Resistances

0	631	0	410	0	3	-999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
8	1	1	3 sec	Front (5%)

Drop Items

Sahagin Fin

BONUS BOSSES – EXTRAS SECTION

HAKKA SCORPION

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	6300	10,950	12,450	7560	13,140	14,940
EXP	96	211	325	0	0	0
ATK	134	266	319	154	305	366
DEF	127	238	359	139	261	394
MATK	117	278	258	128	305	393
MDEF	120	236	352	132	236	387

Resistances

245	245	245	999	0	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	2	3	8 sec	—

Drop Items

Scorpion Eye, Scorpion Shell

BABY BEHEMOTH

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	6950	11,925	13,425	8240	14,310	16,110
EXP	113	228	344	0	0	0
ATK	145	291	346	166	334	397
DEF	132	288	416	178	316	457
MATK	173	345	428	190	379	470
MDEF	132	248	365	145	272	401

Resistances

255	255	0	999	365	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	2	3	5 sec	—

Drop Items

Behemoth Claw, Behemoth Horn

ZU

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	7440	12,660	14,160	8928	15,192	16,992
EXP	0	0	0	0	0	0
ATK	155	288	341	178	331	392
DEF	145	257	379	159	282	416
MATK	110	270	350	121	297	385
MDEF	140	257	374	154	282	411

Resistances

393	452	393	450	393	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
7	15	3	3 sec	—

Drop Items

Garuda Feather, Garuda Talon

ANGRY FLOWER

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	8020	13,530	15,030	3636	7254	9054
EXP	0	0	0	0	0	0
ATK	95	225	278	109	258	319
DEF	66	174	292	72	191	321
MATK	58	207	285	63	227	313
MDEF	66	179	292	72	196	321

Resistances

-3	0	0	999	6	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
2	15	3	8 sec	—

Drop Items

Carniflower Fluid, Carniflower Seed

ANGRY FLOWER BUD

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	2000	3900	5200	432	2121	3681
EXP	0	0	0	0	0	0
ATK	80	210	262	92	241	301
DEF	66	174	292	72	191	321
MATK	62	212	290	68	233	319
MDEF	66	179	292	72	196	321

Resistances

-15	0	0	450	1	1	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
4	15	0	5 sec	—

Drop Items

—

DRAGON

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	9250	15,375	16,875	4968	6252	11,052
EXP	0	0	0	0	0	0
ATK	125	257	309	143	295	355
DEF	96	205	325	105	225	357
MATK	65	216	293	71	237	322
MDEF	96	211	325	105	232	357

Resistances

99	-3	0	750	9	3	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
10	15	3	8 sec	—

Drop Items

Executioner Mask

LICH

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	8500	14,250	15,750	6444	11,466	13,266
EXP	0	0	0	0	0	0
ATK	140	273	325	161	313	373
DEF	126	237	358	138	260	393
MATK	85	240	318	93	264	349
MDEF	126	242	358	138	266	393

Resistances

8	8	8	350	99	99	-1

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
0	15	3	8 sec	—

Drop Items

Bloodied Rag, Old Hellish Iron

CU CHASPEL

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	9350	15,525	17,025	6672	11,808	13,608
EXP	0	0	0	0	0	0
ATK	165	299	351	189	343	403
DEF	141	253	375	155	278	412
MATK	75	228	306	82	250	336
MDEF	141	258	375	155	283	412

Resistances

1	5	5	500	9	1	-1

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
12	2	3	10 sec	—

Drop Items

Secret Scroll

CU CHASPEL COPY

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	950	1755	2655	780	1782	2862
EXP	0	0	0	0	0	0
ATK	155	288	341	178	331	392
DEF	131	242	364	144	266	400
MATK	0	138	212	0	151	233
MDEF	131	247	364	144	271	400

Resistances

0	0	0	300	3	0	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	2	3	2 sec	—

Drop Items

—

GREAT GALDES

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	12,000	19,500	21,000	7800	13,500	15,300
EXP	0	0	0	0	0	0
ATK	180	315	367	207	362	422
DEF	164	277	400	180	304	440
MATK	92	248	327	101	272	259
MDEF	164	282	400	180	310	440

Resistances

1	8	8	600	12	3	0

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
11	15	3	12 sec	—

Drop Items

—

CRYSTAL GUARD

	STORY MODE			MULTIPLAY		
STAT	N	H	V	MN	MH	MV
HP	750	1750	2750	600	1800	3000
EXP	0	0	0	0	0	0
ATK	0	0	0	0	0	0
DEF	141	253	375	155	278	412
MATK	0	0	0	0	0	0
MDEF	141	258	375	155	283	412

Resistances

999	999	999	999	999	999	999

Characteristics

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
0	15	15	—	—

Drop Items

—

EQUIPMENT EFFECTS

By adding different jewels to your equipment at **Custom Fabrications** you can increase the attributes of your character. The following is a complete list of Equipment Effects available. See the Jewels listing in the Data section of this guide to see which Jewels offer which effects. Status Boosts are an exception to this as they attach themselves to your character instead of equipment and can be found throughout the game in chests and buried treasure spots.

STATUS BOOSTS

Name	Effect
ATK Boost	*ATK rises (Maximum + 150%)*
MATK Boost	*MATK rises (Maximum + 150%)*
DEF Boost	*DEF rises (Maximum + 150%)*
MDEF Boost	*MDEF rises (Maximum + 150%)*
HP Boost	*Maximum HP rises (Maximum + 150%)*
MP Boost	*Maximum MP rises (Maximum + 150%)*
Crimson Essence	*Fire's attribute strength rises (Maximum + 150%)*
Azure Essence	*Ice's attribute strength rises (Maximum + 150%)*
Gold Essence	*Thunder's attribute strength rises (Maximum + 150%)*
Silver Essence	*Stun's attribute strength rises (Maximum + 150%)*
Violet Essence	*Spacetime's attribute strength rises (Maximum + 150%)*
Sable Essence	*Dark's attribute strength rises (Maximum + 150%)*
Jade Essence	*Cure magic's recovery amount increases (Maximum + 50%)*
Anti-Burn Boost	*Fire's resistance attribute rises (Maximum + 150%)*
Anti-Frost Boost	*Ice's resistance attribute rises (Maximum + 150%)*
Anti-Zap Boost	*Thunder's resistance attribute rises (Maximum + 150%)*
Anti-Stun Boost	*Stun's resistance attribute rises (Maximum + 150%)*
Anti-Time Boost	*Spacetime's resistance attribute rises (Maximum + 150%)*
Anti-Dark Boost	*Dark's resistance attribute rises (Maximum +150%)*
Focus Boost	*Damage taken while casting spells decreases (Maximum -35%)*

LORE

Name	Effect
Black Mage Wisdom	*MP is recovered at regular intervals. (Maximum 10% of MP Maximum)*
Dragoon Lore	*Damage of jump attacks and uppercut attacks rises. (Maximum +100%)*
Monk Wisdom	*The power of overhead attacks and stomp attacks rises. (Maximum + 100%)*
Ninja Lore	*Damage from falling into an abyss decreases. (Maximum -50%)*
Red Mage Wisdom	*The time Abnormal States are in effect decreases. (Maximum - 50%)*
Sage Wisdom	*The time Abnormal States are in effect for monsters increases. (Maximum + 100%)*
Samurai Lore	*The probability of a critical hit rises. (Maximum + 20%)*
Scholar Wisdom	*The recovery amount of Potions and Ether increases. (Maximum + 50%)*
White Mage Wisdom	*HP is recovered at regular intervals. (Maximum 10% of HP Maximum)*

STRENGTHENING AIDS

Name	Effect
Arm Boost	*The hidden status of Arm Strength rises, and you'll be able to lift heavy monsters and hold them for long periods of time. (Maximum + 3)*
Body Boost	*The hidden status of Hardness rises, and when attacked by a monster, you become more resistant to being knocked down or off balance. (Maximum + 3)*
Lady Luck	*The hidden status of Luck increases, critical hits become easier, and monsters drop items more easily.*
Fast Charge	*For Charge Attack and Smash Attack, charging time decreases. (Maximum -0.5 seconds)*
Tribal Secrets	*MP used in the Charge Attack, Smash Attack, and when using magic decreases. (Maximum -50%)*
Ring Speed	*The movement speed of the target ring increases. (Maximum + 100%)*
Ring Root	*The target ring can't be broken by a boss's Ring Smash.*
HP Absorb Attack	*Part of the damage caused in an ATK is absorbed and restored to your own HP. (15% of maximum damage)*
HP Absorb Defense	*Part of the damage caused by monsters is transformed and restored to your own HP. (15% of maximum damage)*
MP Absorb Attack	*Part of the damage caused in an ATK is absorbed and restored to your own MP. (15% of maximum damage)*
MP Absorb Defense	*Part of the damage caused by monsters is transformed and restored to your own MP. (15% of maximum damage)*

GROWTH BOOSTS

Name	Effect
HP Grow	*The growth value of HP increases when a character levels up. (Maximum +20)*
MP Grow	*The growth value of MP increases when a character levels up. (Maximum +20)*
ATK Grow	*The growth value of ATK increases when a character levels up. (Maximum +10)*
DEF Grow	*The growth value of DEF increases when a character levels up. (Maximum +10)*
MATK Grow	*The growth value of MATK increases when a character levels up. (Maximum +10)*
MDEF Grow	*The growth value of MDEF increases when a character levels up. (Maximum +10)*
Fire Grow	*The growth value of fire attribute strength increases when the fire attribute levels up. (Maximum + 10)*
Ice Grow	*The growth value of ice attribute strength increases when the ice attribute levels up. (Maximum + 10)*
Thunder Grow	*The growth value of thunder attribute strength increases when the thunder attribute levels up. (Maximum + 10)*
Stun Grow	*The growth value of stun attribute strength increases when the stun attribute levels up. (Maximum + 10)*
Spacetime Grow	*The growth value of spacetime attribute strength increases when the spacetime attribute levels up. (Maximum + 10)*
Dark Grow	*The growth value of dark attribute strength increases when the dark attribute levels up. (Maximum + 10)*
Anti-Burn Grow	*The growth value of anti-burn attribute strength increases when the fire attribute levels up. (Maximum + 10)*
Anti-Frost Grow	*The growth value of anti-frost attribute strength increases when the ice attribute levels up. (Maximum + 10)*
Anti-Zap Grow	*The growth value of anti-zap attribute strength increases when the thunder attribute levels up. (Maximum + 10)*
Anti-Stun Grow	*The growth value of anti-stun attribute strength increases when the stun attribute levels up. (Maximum + 10)*
Anti-Time Grow	*The growth value of anti-time attribute strength increases when the spacetime attribute levels up. (Maximum + 10)*
Anti-Dark Grow	*The growth value of anti-dark attribute strength increases when the dark attribute levels up. (Maximum + 10)*

OTHER

Name	Effect
Overboost Equipment	*The maximum level of equipment that has this effect increases. (Maximum + Lv27)*
Smart Riches	*When picking up Gil from treasure chests and dropped by monsters, the amount increases. (Maximum + 100%)*
Smart Valor	*Experience acquired increases. (Maximum + 100%)*
Fruit Boost	*The recovery amount of fruit recovery items increases. (Maximum +150%)*
Veggie Might	*The recovery amount of vegetable recovery items increases. (Maximum + 150%)*
Character No Grow	*A character's level stops increasing.*
Equipment No Grow	*The level of equipment stops increasing.*
Stompee's Revenge	*In multiplayer, when stomped, the player who did the stomping is the one who drops Gil.*

SCRATCH CARDS

Below you find a complete list of every Scratch Card in the game and where you can find them. Take them to the Scratch Card Stall in Town to play. Winning cards in each series give you special rewards such as a discount at a shoppe in Town or a boost to your stats! Some winning cards have special rewards as well. If a card gets you an item, it is listed under Rewards. Scratch Cards are most commonly found in buried treasure spots but can also sometimes be dropped by monsters, or received as a reward for winning on another Scratch Card. Unless otherwise noted, you can find the Scratch Cards in the locations below on any difficulty. Keep an eye out for Rare Cards of each series!

01 21 SERIES

Numbers are hidden behind each scratch patch. Scratch numbers that add up to 21 to win. Winning cards in this series give you a 10% discount at Custom Fabrications for three minutes if it is a Normal card, while Rare cards give you a 20% discount for 10 minutes when you win!

Scratch Card		Found	Reward
	01	*Buried Treasure 7 on your second visit to Fire Mountain*	—
	02	*Buried Treasure 8 on your first visit to the Library and Treasure 7 on your third visit*	—
	03	*Buried Treasure 2 on your first and second visits to the Ruins*	—
	04	*Buried Treasure 6 in the Tower*	—
	05	*Buried Treasure 7 (Hard) on your first visit to the Aqueducts and Buried Treasure 10 (Hard) on your second visit*	—
	06	*Buried Treasure 7 on your first visit to the Aqueducts and Buried Treasure 10 on your second visit*	—
	07	*Buried Treasure 8 on the Bridge*	*Scratch Card 13-14*
	08	*Buried Treasure 15 in the Graveyard*	—
	09 (Rare)	*Buried Treasure 16 (Hard) in the Graveyard*	*Maid Outfit*
	10 (Rare)	*Buried Treasure 19 (Hard) on second visit to Ice Mountain*	*Steward's Suit*

02 NUMBERS SERIES

Scratch one patch for each part of the equation to reveal a correct sum! Winning cards in this series give you a 10% discount at Ye Compleat Adventurer for three minutes if it is a Normal card, while Rare cards give you a 20% discount for ten minutes when you win!

Scratch Card		Found	Reward
	01	*Buried Treasure 4 in the Library on your first visit*	—
	02	*Buried Treasure 7 on your first visit to the Aqueducts and Buried Treasure 10 on your second visit*	—
	03	*Buried Treasure 16 on your first visit to the Aqueducts*	—
	04	*Buried Treasure 1 on your second visit to Ice Mountain*	—
	05	*Buried Treasure 5 on your second visit to the Ruins*	—
	06	*Buried Treasure 4 on your second visit to the Library*	—
	07 (Rare)	*Buried Treasure 4 (Hard) on your second visit to the Library*	*Gray Fur Coat*
	08 (Rare)	*Buried Treasure 7 (Hard) on your second visit to the Ruins*	*Gray Cat Hood*

03 CAVE CAPERS SERIES

Beginning at the Start point, scratch off squares to form a path to the goal without meeting a monster. If rocks block your route try another way. A Normal winning card gives you the effect of mastering all the weapon combinations that belong to your tribe for one minute. Rare winning cards give you the same effect for three minutes.

Scratch Card		Found	Reward
	01	*Buried Treasure 12 in the Mine*	—
	02	*Buried Treasure 14 (Hard) in the Mine*	—
	03	*Buried Treasure 17 in the Mine*	—
	04	*Buried Treasure 6 (Hard) in the Mine*	—
	05	*Buried Treasure 9 in the Mine*	—
	06	*Buried Treasure 17 (Hard) in the Mine*	—
	07	*Buried Treasure 5 in the Mine*	—
	08	*Buried Treasure 5 (Hard) in the Mine*	—
	09	*Buried Treasure 6 in the Mine*	—
	10	*Buried Treasure 3 in the Mine*	*Scratch Card 14-11*
	11 (Rare)	*Buried Treasure 3 (Hard) in the Mine*	*Buffasaur Shell*
	12 (Rare)	*Buried Treasure 4 (Hard) in the Mine*	*Buffasaur Horn*

04 MAGIC STACK SERIES

Scratch the patches to reveal spells which can stack to create the right magic. Each card asks you to stack a different spell, so be sure to pay attention to the task it lists. Winning Normal cards let you lock rings up to a max of four and lets you stack magic up to five rings for one minute. Rare winning cards increase the effect to last three minutes.

Scratch Card		Found	Reward
	01	Buried Treasure 5 on your first visit to Fire Mountain	—
	02	Buried Treasure on the World Map near a cactus (Normal)	—
	03	Buried Treasure 6 on your first visit to the Library	—
	04	Buried Treasure 14 in the Mine	—
	05	Buried Treasure 2 on your first visit to Ice Mountain and Buried Treasure 25 on your second	—
	06	Buried Treasure 4 during your first and second visits to the Forest	—
	07	Buried Treasure 7 (Normal) and Buried Treasure 13 (Hard) on your first visit to the Aqueducts; Buried Treasure 10 (Normal) and Buried Treasure 5 (Hard) on your second visit to the Aqueducts	—
	08	Buried Treasure 19 on your second visit to the Aqueducts	—
	09	Buried Treasure 10 on your second visit to Fire Mountain	—
	10	Buried Treasure 13 on your first visit to the Ruins	—
	11	Buried Treasure 20 on your second visit to the Forest	Scratch Card 07-07
	12	Buried Treasure 3 on your second visit to the Aqueducts	—
	13	Buried Treasure 5 on your first visit to Ice Mountain and Buried Treasure 29 on your second visit	—
	14	Buried Treasure 10 on your second visit to Fire Mountain	—
	15	Buried Treasure 8 on your first visit to the Ruins and Buried Treasure 13 on your second visit	—
	16	Buried Treasure 9 in the Mine	—
	17	Buried Treasure 16 in the Graveyard	—
	18	Buried Treasure 12 in the Tower	—
	19 (Rare)	Buried Treasure 12 (Hard) in the Tower	Cat Eye
	20 (Rare)	Buried Treasure 4 (Hard) on your first visit to the Library	Tiger Eye

05 CATS SERIES

Scratch off four patches to reveal all white or all black cats. Complete a matching set to win! Winning Normal cards reduce the costs of doing Quests by half for 10 minutes. Rare cards make it free to do Quests for ten minutes.

Scratch Card		Found	Reward
	01	Buried Treasure 2 on your second visit to Fire Mountain	—
	02	Buried Treasure 4 (Hard) on your first visit to the Library	—
	03	Buried Treasure 9 on your first and second visits to the Forest	—
	04	Reward for Scratch Card 10-17	—
	05	Buried Treasure 16 (Hard) on your first visit to the Aqueducts	—
	06	Buried Treasure 4 (Hard) in River Belle	—
	07	Buried Treasure 4 (Hard) on your first and second visits to the Forest	Scratch Card 14-20
	08	Buried Treasure 9 on your second visit to the Library and Buried Treasure 5 on your third visit	—
	09 (Rare)	Buried Treasure 9 (Hard) on your second visit to the Library and Buried Treasure 5 (Hard) on your third visit	Draconium
	10 (Rare)	Buried Treasure 21 (Hard) on your second visit to Ice Mountain	Bushidore

06 ELEMENTAL SERIES

Scratch off four patches and reveal a set of elementals of the same color to win! Normal winning cards double the experience for characters and weapons for 30 seconds while Rare cards let you have this effect for 1 minute.

Scratch Card		Found	Reward
	01	Buried Treasure 1 in the Graveyard	—
	02	Buried Treasure 20 on your second visit to the Forest	—
	03	Buried Treasure 4 on your first visit to the Library	—
	04	Reward for Scratch Card 12-11	—
	05	Buried Treasure 21 on your second visit to Ice Mountain	—
	06	Buried Treasure 15 on the Bridge	—
	07	Buried Treasure 14 on your second visit to Ice Mountain	—
	08	Buried Treasure 7 on your first visit to Ice Mountain and Buried Treasure 4 on yoru second visit	—
	09 (Rare)	Buried Treasure 19 (Hard) on your second visit to Ice Mountain	Oscura Pearl
	10 (Rare)	Buried Treasure 7 (Hard) on your second visit to Fire Mountain	Oscura Diamond

07 FOLLOW THE TRAIL SERIES

Starting at the footprints, scratch squares to reveal footprints and follow the path they take. When you hit a question mark, choose a path. When you hit a warp, jump to the warp exit and keep going. Normal winning cards increases your chance to critically hit by 20% and makes you resistant to being off balance or knocked down for one minute. Rare cards give this same effect for three minutes.

Scratch Card		Found	Reward
	01	*Buried Treasure 4 on your first and second visits to the Forest*	—
	02	*Buried Treasure 11 on your first visit to the Ruins and Buried Treasure 15 on your second*	—
	03	*Buried Treasure 27 on your second visit to Ice Mountain*	—
	04	*Buried Treasure 21 on your second visit to Ice Mountain*	—
	05	*Buried Treasure on the World Map near the cactus (Normal)*	—
	06	*Buried Treasure 1 on your first, second, and third visit to the Library*	—
	07	*Reward for Scratch Card 04-11*	—
	08	*Buried Treasure 8 on your first visit to Fire Mountain and Buried Treasure 13 on your second*	*Scratch Card 11-01*
	09 (Rare)	*Buried Treasure 8 (Hard) on your first visit to Fire Mountain and Buried Treasure 13 (Hard) on your second*	*Wisdonium*
	10 (Rare)	*Buried Treasure 12 (Hard) in the Graveyard*	*Assassinite*

08 CHOCOBO SERIES

Scratch off the patches to spell Chocobo to win! Normal winning cards make you immune to abnormal status effects for 30 seconds and Rare cards give you the same benefit for one minute.

Scratch Card		Found	Reward
	01	*Reward for Scratch Card 11-05*	—
	02	*Buried Treasure 14 on your second visit to Ice Mountain*	—
	03	*Buried Treasure 7 in the Tower*	—
	04	*Buried Treasure 9 in the Graveyard*	—
	05	*Reward for Scratch Card 08-06*	—
	06	*Buried Treasure 11 on your first visit to the Ruins and Buried Treasure 15 (Hard) on your second visit*	*Scratch Card 08-05*
	07 (Rare)	*Buried Treasure 11 (Hard) on your first visit to the Ruins and Buried Treasure 15 (Hard) on your second visit*	*Chocobow*
	08 (Rare)	*Buried Treasure 15 (Hard) on the Bridge*	*Red Chocobow*

09 BUILDING BLOCK SERIES

These cards are divided into three parts: Round, Triangle, and Square. Reveal the correct shapes in each section to match the corresponding shape at the top. Normal winning cards give you a 100% chance that monsters drop materials when using Slam attacks. Stomping attacks make you drop materials. This effect lasts one minute. Rare winning cards give you the same effects for three minutes.

Scratch Card		Found	Reward
	01	*Reward for Scratch Card 16-03*	—
	02	*Buried Treasure 17 on the Bridge*	—
	03	*Buried Treasure on the World Map near cactus (Normal)*	—
	04	*Buried Treasure 27 on Ice Mountain during your second visit*	—
	05	*Buried Treasure 1 in the Ruins on your first and second visit*	—
	06	*Buried Treasure 4 during your second visit to the Library*	—
	07 (Rare)	*Buried Treasure 4 (Hard) during your second visit to the Library*	*Ebonite*
	08 (Rare)	*Buried Treasure 13 (Hard) on your first visit to the Ruins*	*Small Emerald*

10 SCRATCH THE □ SERIES

Scratch off only the □ in 20 seconds to win! Normal winning cards let you double jump regardless of your tribe for one minute. Rare winning cards give you this same effect for three minutes!

Scratch Card		Found	Reward
	01	*Mini-Bomb on first visit to Ice Mountain, Ice Bomb on second visit*	—
	02	*Buried Treasure on World Map near cactus (Normal)*	—
	03	*Chimera on second visit to Aqueducts*	—
	04	*Mini-Bomb on first visit to Ice Mountain, Ice Bomb on second visit*	—
	05	*Mini-Mover in first and second visit to the Library, Dark Elemental on third visit*	—
	06	*Mu in second visit to Forest*	—
	07	*Golem Grappler on second visit to Fire Mountain*	—
	08	*Cockatrice in Ruins on first and second visit*	—
	09	*Dark Bat in Graveyard*	—
	10	*Fire Flan on first visit to Fire Mountain*	—
	11	*Buried Treasure 13 on first visit to the Aqueducts and Buried Treasure 5 on second visit*	—

Scratch Card	Found	Reward
12	*Mini-Mover on first and second visits to Library and Dark Elemental on third visit*	—
13	*Mu on first visit to Forest and Goblin on second visit*	—
14	*Mu on first visit to Aqueducts*	—
15	*Lightning Element (Hard) on first visit to Ruins, Thunder Bomb on second visit (Hard)*	—
16	*Magic Golem in Mine*	—
17	*Magic Golem in Mine*	—
18 (Rare)	*Buried Treasure 20 (Hard) on Bridge*	*Emerald*
19 (Rare)	*Buried Treasure 11 (Hard) in Tower*	*Small Morion*
20 (Rare)	*Buried Treasure 5 (Hard) on the second visit to the Ruins*	*Morion*

11 CLAVAT SERIES

Scratch off one circle in each of the three sections of the card to add up to 100 or over. If you reveal an END you fail. Normal winning cards grant the Clavat Tribe +12 to Luck and 10% to ATK for 30 seconds. Rare cards give the same benefits for one minute.

Scratch Card		Found	Reward
	01	*Reward for Scratch Card 07-08*	—
	02	*Buried Treasure 7 on second visit to Ruins*	—
	03	*Buried Treasure 7 on first visit to Ice Mountain and Buried Treasure 4 on second visit*	—
	04	*Adamantoise in River Belle*	—
	05	*Buried Treasure 22 (Hard) on second visit to Forest*	*Scratch Card 08-01*
	06	*Reward for Scratch Card 15-05*	—
	07	*Buried Treasure 8 on Bridge*	—
	08	*Buried Treasure 4 on Bridge*	—
	09	*Buried Treasure 6 (Hard) in Library on first visit*	*Scratch Card 12-20*
	10	*Buried Treasure on World Map near cactus (Hard)*	—
	11	*Buried Treasure 1 (Hard) in Ruins on first and second visit*	—
	12	*Buried Treasure 11 in the Tower*	—
	13	*Reward for Scratch Card 11-16*	*Scratch Card 12-07*

Scratch Card		Found	Reward
	14	*Buried Treasure 7 (Hard) on second visit to Fire Mountain*	—
	15	*Buried Treasure 22 on second visit to the Forest*	—
	16	*Buried Treasure 1 on second visit to Ice Mountain*	*Scratch Card 11-13*
	17	*Buried Treasure 3 on second visit to Aqueducts*	—
	18 (Rare)	*Buried Treasure 11(Hard) on first visit to Ruins, Buried Treasure 15(Hard) on second*	*Small Ruby*
	19 (Rare)	*Buried Treasure 13(Hard) on first visit to Aqueducts, Buried Treasure 15(Hard) on second visit*	*Ruby*
	20 (Rare)	*Reward for Scratch Card 12-17 (Hard)*	*Small Citrine*

12 YUKE SERIES

These cards are divided into three sections, each with a monster at the top. Scratch to reveal a spell type that does the most damage to each of these creatures to win! Normal winning cards grant the Yuke Tribe +12 to Luck and 10% to ATK for 30 seconds. Rare cards give the same benefits for one minute.

Scratch Card		Found	Reward
	01	*Buried Treasure 2 on the second visit to Fire Mountain*	—
	02	*Adamantoise in River Belle*	—
	03	*Reward for Scratch Card 15-06*	—
	04	*Buried Treasure 16 on first visit to the Aqueducts*	—
	05	*Buried Treasure 5 on first visit to Ice Mountain, Buried Treasure 29 on second visit*	—
	06	*Buried Treasure on World Map near cactus (Hard)*	—
	07	*Reward from Scratch Card 11-13*	—
	08	*Buried Treasure 7 in Graveyard*	—
	09	*Buried Treasure 9 on first and second visits to Forest*	—
	10	*Buried Treasure 10 (Hard) on second visit to Fire Mountain*	*Scratch Card 12-12*
	11	*Buried Treasure 1 on the first, second, and third visits to the Library*	*Scratch Card 06-04*
	12	*Reward for Scratch Card 12-10 (Hard)*	—
	13	*Buried Treasure 23 on Bridge*	—
	14	*Buried Treasure 17*	—
	15	*Buried Treasure 1 (Hard) on the first, second, and third visits to the Library*	—

Scratch Card		Found	Reward
	16	Buried Treasure 1 (Hard) on second visit to Ice Mountain	—
	17	Buried Treasure 8 (Hard) on Bridge	Scratch Card 11-20
	18 (Rare)	Buried Treasure 3 (Hard) in Mine	Citrine
	19 (Rare)	Buried Treasure 20 (Hard) on second visit to Forest	Small Amethyst
	20 (Rare)	Reward for Scratch Card 11-09 (Hard)	Amethyst

12 SELKIE SERIES

Help the Selkie to double jump! Scratch off one circle in each of the three sections. Smiley faces indicate a successful jump while X's indicate a miss. Normal winning cards grant the Selkie Tribe +12 to Luck and 10% to ATK for 30 seconds. Rare cards give the same benefits for one minute.

Scratch Card		Found	Reward
	01	Buried Treasure 7 and 15 (Normal) on the second visit to the Ruins	—
	02	Adamantoise in River Belle	Scratch Card 13-03
	03	Reward for Scratch Card 13-02	—
	04	Buried Treasure 15 in the Tower	—
	05	Buried Treasure 16 in the Tower	—
	06	Buried Treasure on World Map near cactus (Hard)	—
	07	Buried Treasure 8 on first visit to Library, Buried Treasure 7 on third visit	—
	08	Reward for Scratch Card 15-07	—
	09	Buried Treasure 7 in the Graveyard	—
	10	Buried Treasure 7 in the Tower	—
	11	Buried Treasure 2 on first and second visit to the Ruins	—
	12	Buried Treasure 5 on first visit to Fire Mountain	—
	13	Buried Treasure 8 on first visit to Ruins, Buried Treasure 13 on second visit	—
	14	Reward for Scratch Card 01-07	—
	15	Buried Treasure 2 in the Tower	—
	16	Buried Treasure 8 on first visit to Fire Mountain, Buried Treasure 13 on second visit	—
	17	Buried Treasure 11 in Tower	—

Scratch Card		Found	Reward
	18 (Rare)	Buried Treasure 4 (Hard) on second visit to Forest	Small Topaz
	19 (Rare)	Buried Treasure 15 (Hard) in the Tower	Topaz
	20 (Rare)	Reward for Scratch Card 14-12 (Hard)	Tiny Verde Pearl

13 LILTY SERIES

The Lilty need new spears. Scratch twice on the left and right to reveal two unbroken spears to win! Normal winning cards grant the Lilty Tribe +12 to Luck and 10% to ATK for 30 seconds. Rare cards give the same benefits for one minute.

Scratch Card		Found	Reward
	01	Buried Treasure 13 on first visit to the Ruins	—
	02	Adamantoise in River Belle	—
	03	Buried Treasure 12 in the Tower	—
	04	Buried Treasure on World Map near cactus (Hard)	—
	05	Buried Treasure 23 on Bridge	—
	06	Buried Treasure 23 on Bridge	—
	07	Reward for Scratch Card 15-08	—
	08	Buried Treasure 9 on second visit to the Library, Buried Treasure 5 on third visit	—
	09	Buried Treasure 2 (Hard) on first visit to Ice Mountain, Buried Treasure 25 (Hard) on second visit	—
	10	Buried Treasure 7 (Hard) on first visit to Aqueducts, Buried Treasure 10 (Hard) on second visit	—
	11	Reward for Scratch Card 03-10	—
	12	Buried Treasure 5 (Hard) on first visit to Fire Mountain	Scratch Card 13-20
	13	Buried Treasure 7 (Hard) in Graveyard	Scratch Card 14-17
	14	Buried Treasure 2 in Tower	—
	15	Buried Treasure 2 on first visit to Ice Mountain, Buried Treasure 25 on second visit	—
	16	Buried Treasure 19 on second visit to Ice Mountain	—
	17	Reward for Scratch Card 14-13	—
	18 (Rare)	Buried Treasure 16 (Hard) in Graveyard	Verde Pearl
	19 (Rare)	Buried Treasure 16 (Hard) in Tower	Tiny Oscura Pearl
	20 (Rare)	Reward for Scratch Card 05-07 (Hard)	Oscura Pearl

14 MOOGLE SERIES

A real moogle is hidden in the moogle plants. Scratch three times to find the moogle and win! Normal card winners reveal Buried Treasures for one minute and Rare winners give the same benefit for three minutes!

Scratch Card		Found	Reward
	01	*Buried Treasure 22 on second visit to Forest*	—
	02	*Buried Treasure 13 on first visit to Aqueducts, Buried Treasure 15 on second visit*	—
	03	*Buried Treasure 1 on second visit to Ice Mountain*	—
	04	*Buried Treasure 7 on second visit to Fire Mountain*	—
	05	*Buried Treasure 6 on first visit to Library*	*Scratch Card 11-06*
	06	*Buried Treasure 5 on second visit to the Ruins*	*Scratch Card 12-03*
	07	*Buried Treasure 12 in Mine*	*Scratch Card 13-08*
	08	*Buried Treasure 12 in Graveyard*	*Scratch Card 14-07*
	09	*Buried Treasure 15 on Bridge*	—
	10	*Buried Treasure 6 in Tower*	—
	11	*Buried Treasure 15 on Bridge*	—
	12	*Buried Treasure 2 in River Belle*	—
	13	*Buried Treasure 2 in river Belle*	—
	14	*Buried Treasure 10 in River Belle*	—
	15	*Buried Treasure 10 in River Belle*	—
	16	*Buried Treasure 8 in River Belle*	—
	17 (Rare)	*Buried Treasure 11 in River Belle*	*Tiny Rosa Pearl*
	18 (Rare)	*Buried Treasure 11 in River Belle*	*Rosa Pearl*
	19 (Rare)	*Buried Treasure 20 on Bridge*	*Tiny Pearl de Luz*
	20 (Rare)	*Buried Treasure 20 on Bridge*	*Pearl de Luz*

15 PEDESTAL SERIES

Find the stone for the pedestal to win. If you scratch a Retry, then go again. Scratch a space and it's game over! Normal winning cards restore 10% of maximum HP and MP for one minute. Rare cards give this same benefit for three minutes!

Scratch Card		Found	Reward
	01	*Buried Treasure 9 in the Graveyard*	—
	02	*Buried Treasure 12 in the Graveyard*	—
	03	*Buried Treasure 1 in Graveyard*	*Scratch Card 09-01*
	04	*Buried Treasure 4 on Bridge*	—
	05	*Buried Treasure 24 on Bridge*	—
	06	*Buried Treasure 24 on Bridge*	—
	07	*Buried Treasure 17 in the Mine*	—
	08	*Buried Treasure 14 in the Mine*	—
	09 (Rare)	*Buried Treasure 14 (Hard) on your second visit to Ice Mountain*	*Hatchet*
	10 (Rare)	*Buried Treasure 3 (Hard) on your second visit to the Aqueducts*	*Violeta Pearl*

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